

# Tactics Ogre: The Knight of Lodis FAQ/Walkthrough

by Rashidi

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Tactics Ogre: The Knight of Lodis  
A FAQ/Walkthrough written by Rashidi  
Version 1.1  
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## I. Introduction

Tactics Ogre: The Knight of Lodis is a side story to Episode 7 (Tactics Ogre) in the Ogre Battle Saga. The game takes place 23 years before the original Tactics Ogre. The main character is named Alphonse Loehner. He is a member of the Order of the Sacred Flame, a knight battalion from the country of Lodis. They have been sent to Ovis to investigate the actions of the White Fang Troops of Rananculus.

Earlier games in the Ogre Battle saga

Ogre Battle Episode V: March of the Black Queen (snes, saturn, ps1)

Ogre Battle Gaiden: Prince of Zenobia (ngpc)

Ogre Battle 64 Episode VI: Person of Lordly Caliber (n64)

Tactics Ogre Episode VII: Let Us Cling Together (snes, saturn, ps1)

Tactics Ogre Gaiden: The Knight of Lodis (gba)

For story information on tKoL, and previous Ogre Battle games, visit my webpage the Ogre Battle Encyclopedia at [www.ogrebattle.vze.com](http://www.ogrebattle.vze.com)

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## II. Updates

Version 1.1: I've gone deeper into the game. Consequently, my item and magic lists are more complete, as are some of the class descriptions.

Version 1.0: At Bearsman's request, I am submitting my FAQ. This is the first version of this FAQ. With any luck, I'll finish it some day. The level bonuses are either missing or sketchy. I did them with my ROM (because numbers were the only thing readable). I haven't focused on them too much because I want to go through the game some time in the near future. The class, item, magic and whatever else lists are only as complete as where I'm up to. If you see something blank, it means I was an idiot and didn't record it. Please, if you can fill in a blank, by all means send the info to me to help complete this FAQ. Email me at [Rashidi@aol.com](mailto:Rashidi@aol.com).

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## III. Preliminary FAQ

QUESTION: How can I find specific info in this FAQ?

ANSWER: Use the Ctrl+F function to find whatever you want. It's very

easy, and saves you precious time.

QUESTION: Is this game the original Tactics Ogre?

ANSWER: No. This game takes place 22 years before the original Tactics Ogre.

QUESTION: What does this game have to do with the original Tactics Ogre.

ANSWER: I already know the answer, and I'm not telling you. Play the game and find out.

QUESTION: Which came first, Final Fantasy Tactics, or Tactics Ogre?

ANSWER: Quest made Tactics Ogre. Square asked the team that made TO to make FFT. That's right folks, you heard it here. FFT came from TO. NOT the other way around.

QUESTION: Is this game deeper than FFT?

ANSWER: Define deep.

QUESTION: What is deep?

ANSWER: Similar to the ocean, Tactics Ogre: The Knight of Lodis is deep, as are the rest of the games in the Ogre Battle series.

QUESTION: What other games are in the series?

ANSWER: Ogre Battle: March of the Black Queen was a cult hit on the SNES, but because Enix USA shut down, production was severely limited. Tactics Ogre was a hit in Japan, but never made it the the US. On a side note, do you know why there hasn't been an FFT 2? FFT was viewed in Japan as a failed attempt to recreate Tactics Ogre: Let Us Cling Together. While us guys in the states are seemingly new to this type of genre, over there they expect a heck of a lot more from it. Anyway... the next game in the OB Saga was Ogre Battle 64: Person of Lordly Caliber. This was the among the few RPGs for the N64, and while a success, was hindered by the N64 and it's system limitations. There is also an Ogre Battle game for the Neo Geo Pocket Color in Japan, Ogre Battle: Prince of Zenobia, which takes place 10 years before the original Ogre Battle. However, this game was produced by SNK, and Quest may not even acknowledge it as a member of the series (I however, do).

QUESTION: How do I play this game?

ANSWER: Read the instruction booklet. I'm not going to write anything on how to play the game for a long time, as getting information for the people who already know how to play is my number one priority.

QUESTION: What if I don't have an instruction booklet!?

ANSWER: Then use the in-game Tutorial. It's better at helping people more than my words can explain.

QUESTION: Where can I get this game?

ANSWER: Check your local video game store. I don't care how you get the game, just do it.

QUESTION: Can I get more than one Deneb?

ANSWER: Of course you can. However, only ONE can become her special Witch class. I had thought this would be pretty obvious, but I guess it needs to be addressed.

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#### IV. Stage-by-Stage Walkthrough

##### Stage 1 - Lutra

Objective: Defeat the leader

Bonus Goth: 0

##### \*Enemy units\*

Stan (leader)

Class, Level, Element, Alignment: Bandit, 3, Water, C

Equip: Francisca, Hard Leather

War Trophy: Francisca

Soldier M1

Equip: Short Sword, Hard Leather, Leather Hat

War Trophy: Leather Hat

Soldier M2

Equip: Short Sword, Hard Leather

War Trophy: Cup of Life

Soldier F1

Equip: Short Bow, Hard Leather

War Trophy: Cup of Life

##### \*Guest units\*

Rictor

Class, Level, Element, Alignment: Paladin, 3, Earth, L

Equip: Estoc, Chain Mail, Bandanna, Transferring Stone, Lightning Bow, Heal

Orson

Class, Level, Element, Alignment: Archer, 2, Wind, L

Equip: Short Bow, Hard Leather, Leather Hat, Transferring Stone

Lara

Class, Level, Element, Alignment: Soldier, 2, Fire, L

Equip: Short Sword, Hard Leather, Leather Hat, Transferring Stone

Justin

Class, Level, Element, Alignment: Soldier, 2, Wind, L

Equip: Short Sword, Hard Leather, Leather Hat, Transferring Stone

Alphonse starts the game as a Soldier with Short Sword, Tower Shield, Hard Leather, and Leather Hat

Battle Strategy: Not much strategy to this one. Try and kill as many of the enemies as you can, and let the guests handle the boss. If you can, kill the boss with Alphonse to give him more EXP. Rictor's first priority is healing your characters, so taking damage will actually extend the battle. You can't lose, as Rictor will just heal anybody who gets hurt.

After the Battle: You'll view some cutscenes. Proceed to the next stage.

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##### Stage 2 - Scabellum

Objective: Defeat the leader

Bonus Goth: 0

\*Enemy units\*

Mullin (leader)

Class, Level, Element, Alignment: WizardF, 4, Wind, N

Equip: Scipplay's Staff, Robe, Amulet, Thunder Flare, Fireball

War Trophy: Thunder Flare

SoldierM1

Equip: Short Sword, Hard Leather

War Trophy: Stone of Swiftness

Soldier M2

Equip: Short Sword, Hard Leather

War Trophy: Healing Leaf

SoldierF

Equip: Short Bow, Hard Leather

War Trophy: Short Bow

\*Guest units\*

Ivanna

Class, Level, Element, Alignment: Knight, 3, Earth, L

Equip: Long Sword, Hard Leather, Tower Shield, Transferring Stone, Heal

Rictor

Class, Level, Element, Alignment: High Priest, 4, Earth, L

Equip: Estoc, Chain Mail, Bandanna, Transferring Stone, Lightning Bow, Heal

Orson

Class, Level, Element, Alignment: Archer, 3, Wind, L

125 HP, 8 MP, 32 STR, 19 INT, 35 AGI,

Equip: Short Bow, Hard Leather, Leather Hat, Transferring Stone

Battle Strategy: On turn 3, Rictor and Orson will enter the battle. YOU CAN'T LOSE. Even if you try to kill off your own allies, Rictor and Ivanna both possess the heal spell, making your efforts futile. Just go with the flow and look for ways to work towards emblems, or get EXP and Kills. I don't suggest picking up any buried treasure until you get Embodiment of Desires for one of your characters.

After the battle: Rictor will give you 3500 goth. I suggest you recruit a female Soldier and start working towards acquiring Deneb. A Hawkman isn't a bad character to pick up at this point in the game either, and they come relatively cheap. Purchase some equipment for your new recruits. Enter training and go get the buried Dragon Shield. You can also return to Lutra and pick up the buried Glass Pumpkin. It probably wouldn't hurt to take this time to even your character's levels, and acquire some emblems. Snipers, Knight Certificates, Bare Hands, and Self Preservations should be the easiest. Books of Initiation, and Miracles are within reach as well. Just don't try Knight Certificates with a magic user, or you might end up with a Don Quixote, something you don't want early in the game. Alphonse may be eligible to change into a Beast Tamer right off the bat, so you may wish to become one

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Stage 3 - Vespa

Objective: Defeat the leader

Bonus Goth: 500

\*Enemy units\*

Cressida (leader)

Class, Level, Element, Alignment: Archer, 5-10, Earth, L

Equip: Great Bow, Hard Leather, Plumed Headband

War Trophy: Great Bow

SoldierM1

Equip: Long Sword, Hard Leather

War Trophy: Sword Emblem

Soldier M2

Equip: Long Sword, Hard Leather, Leather Hat

War Trophy: Healing Leaf

SoldierF1

Equip: Long Sword, Short Bow, Hard Leather, Leather Hat

War Trophy: Crown of Intellect

SoldierF2

Equip: Short Bow, Hard Leather, Leather Hat

War Trophy: Healing Leaf

Bandit1

Equip: Francisca, Hard Leather

War Trophy: Stone of Swiftess

Bandit2

Equip: Francisca, Short Bow, Hard Leather

War Trophy: Cup of Life

\*Guest units\*

Ivanna

Class, Level, Element, Alignment: Knight, 4, Earth, L

Equip: Long Sword, Tower Shield, Hard Leather, Transferring Stone, Heal

Battle Strategy: As long as you keep your units healthy, this shouldn't be too tough. Don't be afraid to use Healing Leaves if you have to. Now is as good a time as any to get your Deneb candidate her Vixen's Whisper. Soldier M2 has some nice equipment and you won't miss his War Trophy, so get him. You can't recruit the Bandits, so don't bother to try. Ivanna will play the role of "Kachua" for this battle (that is, to sit back and do nothing but heal). If you don't have a Cleric, consider Ivanna your savior for this battle. Then again, as long as you attack enemy units from behind, you shouldn't have much of a problem. None of the enemies have much of a defense, so you'll find it easy to pick them off if you concentrate on them one by one.

After the Battle: Ivanna will ask to join your battalion. I suggest you take her along. She will be a staple for many of the game's early battles. Return here and get the buried Glass Pumpkin in training if you didn't do so during the battle. Its defensive properties are valuable, but its weight might be too much at this stage of the game. If you want the rest of the buried treasure here, you may need to buy a fire spell to burn the grass. If you have Embodiment of Desires go ahead, but if not you're better off just waiting until you have it and saving up cash for now. Return to Scallenbrum, and then go back to Vespa to trigger a side battle.

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Stage Alpha - Vespa II  
Objective: Kill all enemies  
Sub Objective: Protect Glycinia  
Bonus Goth: 200

\*Enemy units\*

Fairy1  
Equip: Short Bow, Hard Leather  
War Trophy: Stone of Swiftness

Fairy2  
Equip: Short Bow, Hard Leather  
War Trophy: Stone of Swiftness

Gremlin1  
Equip: Short Bow, Hard Leather  
War Trophy: Stone of Swiftness

Gremlin2  
Equip: Short Bow, Hard Leather  
War Trophy: Cup of Life

Griffin1  
War Trophy: Cup of Life

Griffin2  
War Trophy: Cup of Life

Griffin3  
War Trophy: Cup of Life

\*Guest units\*

Glycinia  
Class, Level, Element, Alignment: Fairy, 4, Wind, L  
Equip: Short Bow, Ice Chain, Dragon Gem, Glass Pumpkin

Battle Strategy: There's really no excuse for losing this battle. FOUR of the enemy units are weaklings AND have Short Bows. Essentially, it's your team of 8 Vs 3 Griffins. Keeping Glycinia shouldn't be a problem.

After the Battle: Glycinia will ask to join. While you may not like Faeries, she has some great equipment, so you should definitely sign her up. Continue on with wherever you left off in the game.

-----  
Stage 4 - Formido  
Objective: Defeat the leader  
Bonus Goth: 1500

\*Enemy units\*

Grimal (leader)  
Class, Level, Element, Alignment: Knight, 6, Water, L  
Equip: Long Sword, Chain Mail, Tower Shield  
War Trophy: Chain Mail

SoldierM1

Equip: Long Sword, Hard Leather, Leather Hat  
War Trophy: Healing Leaf

SoldierM2

Equip: Leather Hat, Short Bow, Hard Leather, Leather Hat  
War Trophy: Cup of Life

SoldierM3

Equip: Long Sword, Hard Leather, Leather Hat  
War Trophy: Sword Emblem

ArcherM

Equip: Short Bow, Hard Leather, Plumed Headband  
War Trophy: Stone of Swiftess

ArcherF

Equip: Great Bow, Hard Leather, Plumed Headband  
War Trophy: Crown of Intellect

WizardM

Equip: Scipplay's Staff, Robe, Crag Crush, Ice Javelin  
War Trophy: Crag Crush

ClericF

Equip: Scipplay's Staff, Robe, Heal, Cleanse  
War Trophy: Cleanse

Battle Strategy: Forget about crossing the moat. Ignore the leader in the beginning if you want to kill the other enemy units. Just walk around him, your counterattacks will whittle him down. It would be a good idea to heal any character after he has hit them. Aside from the Boss, the only character that can deal significant damage is the Wizard. Ivanna and any Clerics you may have can easily restore the HP of any character before they are close to death. You can take advantage of most of the enemy having weak weapons and work toward acquiring Knight Certificates.

After the Battle: You'll receive the Numida Chronology Book for completing this stage. This opens up the first Quest Mode battle. Chances are, you're not strong enough to win yet, but maybe at the end of the chapter... Also, the shops will have more items and magic to sell. If you NEED anything, get it now. If you don't need something, don't bother. You're going to be strapped for cash for most of the early game, so every cent matters right now. If you need a Thrusting Sword for a Dragon Tamer, pick up the buried Dragon Gem Sword in a training session at Formido instead of buying the much weaker Rapier at the shop. You'll view a cutscene on your return to Vespa. Just continue on to Ardea.

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Stage 5 -Ardea

Objective: Defeat all enemies

Bonus Goth: 100

\*Enemy units\*

Hawkman1

Equip: Halt Hammer, Tower Shield, Chain Mail  
War Trophy: Sword Emblem

Hawkman2

Equip: Halt Hammer, Tower Shield, Chain Mail

War Trophy: Crown of Intellect

Hawkman3

Equip: Halt Hammer, Leather Armor, Bandanna

War Trophy: Sorceror's Cup

Fairy1

Equip: Bow Gun, Hard Leather

War Trophy:

Fairy2

Equip: Bow Gun, Hard Leather

War Trophy:

Griffin1

War Trophy: Savage Bugle

Griffin2

War Trophy: Cup of Life

\*Guest units\*

Cybil

Class, Level, Element, Alignment: Sorceress, 6, Wind, N

Equip: Wind Wand, Spell Robe, Amulet, Transferring Stone, Thunder

Flare, Air Blade

Battle Strategy: Cybil dispenses some major pain to the enemy units. With her help, Alphonse should be able to pick up both the Centurion and Mark of the Elite emblems here, if you wish. While they all can fly and are unaffected by the mainly water terrain, you shouldn't have any problem at all. None of the enemies can deal significant damage to you, so just pick them off in any particular order.

After the Battle: Nothing special. You probably have an Embodiment of Desires for at least one of your characters by now. You now have my permission to plunder any lands you've visited in the past, as long as that character always picks up the treasures. Use the Sorceror's Cup you picked up as a War Trophy on your Deneb candidate, as the only thing that's likely holding her back right now is her MP.

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Stage 6 -Urodela

Objective: Defeat the leader

Bonus Goth: 500

\*Enemy units\*

Sitri (leader)

Class, Level, Element, Alignment: Ninja, 9, Fire, C

Equip: Matsukaze, Flame Leather, Amulet, Nightmare

War Trophy: Matsukaze

NinjaM1

Equip: Short Sword, Bandanna, Chain Mail, Air Blade

War Trophy: Healing Seed

NinjaM2

Equip: Short Sword, Bandanna, Chain Mail, Ice Javelin

War Trophy: Altar of Resurrection

NinjaM3

Equip: Short Sword, Bandanna, Hard Leather, Ice Javelin

War Trophy: Cup of Life

NinjaF1

Equip: Bow Gun, Bandanna, Chain Mail, Air Blade

War Trophy: Sword Emblem

NinjaF2

Equip: Bow Gun, Necklace of Resistance, Hard Leather

War Trophy: Necklace of Resistance

Witch

Equip: Scipplay's Staff, Spell Robe, Slumber Mist

War Trophy: Magic Seed

\*Guest Units\*

Cybil

Class, Level, Element, Alignment: Sorceress, 7, Wind, N

Equip: Wind Wand, Spell Robe, Amulet, Transferring Stone, Thunder

Flare, Air Blade

Battle Strategy:

After the Battle: You'll be faced with the game's biggest choice. Your answer to Cybil will determine what route through the game you take. If you choose A, you'll be on the A route. If you choose B, you'll be on the B route. The path splits from here. The shops will have new weapons. If you need Whips or Spears, they'll be available. Don't buy any fans, just pick up the buried Hycanith Fan from Urodela. Now that you can get Spears, there's no excuse not to enter training and get Lancer emblems. Congrats, you can use Valkyries now.

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Stage 7A - Bison

Objective: Defeat all enemies

Bonus Goth:

\*Enemy units\*

Hawkman1

Equip:

War Trophy:

Hawkman2

Equip:

War Trophy:

Hawkman3

Equip:

War Trophy:

Fairy

Equip:

War Trophy:

Fairy

Equip:

War Trophy:

Blue Dragon1

War Trophy:

Blue Dragon2

War Trophy:

Battle Strategy: Watch out for the Blue Dragons here. They can deal 50+ damage with their Cold Breath attack.

After the Battle: Shiven will ask to join. Sign him up.

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Stage 8 -

Objective: Defeat the leader

Sub-objective: Protect Minerva

Bonus Goth:

\*Enemy units\*

Daniel (leader)

Class, Level, Element, Alignment: Cleric, 11-16, Earth, N

Equip: Scipplay's Staff, Robe of the Wise, Armllet of Wisdom, Heal Plus, Cleanse

War Trophy: Robe of the Wise

Cassini (KnightM)

Class, Level, Element, Alignment: Knight, 9, Fire, N

Equip: Long Sword, Tower Shield, Chain Mail, Lightning Bow

War Trophy:

Lendanto (Bandit)

Class, Level, Element, Alignment: Bandit, 9, Wind, C

Equip: Francisca, Chain Mail, Armllet of Agility

War Trophy: Armllet of Agility

Bandit2

Class, Level, Element, Alignment: Bandit, 9, Earth, N

Equip: Francisca, Chain Mail

War Trophy:

KnightM2

Class, Level, Element, Alignment: Knight, 9, Fire, N

Equip: Long Sword, Tower Shield, Chain Mail

War Trophy:

ArcherM1

Class, Level, Element, Alignment: Archer, 9, Fire, N

Equip: Short Bow, Hard Leather

War Trophy: Stone of Swiftmess

ArcherM2

Class, Level, Element, Alignment: Archer, 9, Earth, N

Equip: Great Bow, Hard Leather

War Trophy: Crown of Intellect

\*Guest units\*

Minerva

Class, Level, Element, Alignment: Mermaid, 9, Water, N

163 HP, 49 MP, 56 STR, 63 INT, 70 AGI

Equip: Pike, Chain Mail, Water Ring

Battle Strategy: Take advantage of the terrain. The enemy will not have an advantage here, so use any units that will run circles around them in the water, like Ninjas or Valkyries.

After the Battle: If you saved Minerva, you'll see a scene of her escaping.

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Stage 9A - Rana

Objective: Defeat the leader

Bonus Goth:

\*Enemy units\*

Aerial (leader)

Class, Level, Element, Alignment: Mermaid, 12-17, Wind, N

Equip: Trident, Thunder Chain, Amulet

War Trophy: 2000 Goth

Octopus1

War Trophy: Cup of Life

Octopus2

War Trophy: Healing Seed

Mermaid1

Equip: Pike, Chain Mail, Plumed Headband

War Trophy: Crown of Intellect

Mermaid2

Equip: Pike, Chain Mail, Plumed Headband

War Trophy: Sorceror's Cup

Mermaid3

Equip: Pike, Chain Mail, Plumed Headband

War Trophy: Sword Emblem

Fairy1

Equip: Bow Gun, Hard Leather, Cassowary Feather

War Trophy: Cassowary Feather

Fairy2

Equip: Bow Gun, Hard Leather

War Trophy: Stone of Swiftess

Battle Strategy: I'd suggest bringing many units that move well in the water here. If you have an Octopus, you'd be a fool not to use it, especially if it's at level 10 and can use it's special. The Mermaids are also tough. Fortunately, they often use their Lullaby instead of attacking. You only need to bring the leader down to critical for this battle to end. The Octopi are to be considered very dangerous.

After the Battle: You'll view the history of the Sacred Spear. On your return to Arena, Aerial will ask to join. Sign her up.

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Stage 10A - Solea

Objective: Defeat the leader

Sub Objective: Protect Eleanor

Bonus Goth: 1000

Enemy units

Karcist (leader)

Class, Level, Element, Alignment: Dragoon, 14-15, Wind, C

Equip: Fafnir, Tower Shield, Plate Mail, Iron Helm

War Trophy: Fafnir

ArcherF1

Equip: Great Bow, Chain Mail, Plumed Headband, Dragon Gem

War Trophy: Stone of Swiftess

ArcherF2

Equip: Great Bow, Chain Mail, Sherwood Hat Dragon Gem

War Trophy: Sherwood Hat

Thunder Dragon

War Trophy: Sword Emblem

Red Dragon

War Trophy: Cup of Life

Earth Dragon

War Trophy: Altar of Resurrection

Blue Dragon

Equip: Dragon Eyes

War Trophy: Dragon Eyes

\*Guest units\*

Eleanor

Class, Level, Element, Alignment: Soldier, 12, Water N

Equip: Hard Leather, Pearl Necklace

Battle Strategy: Keep an eye on Eleanor, as she can't defend herself.

The dragons pack a punch, so try to spread them out. You want to avoid having a character get attacked by more than one dragon. They only move 3 spaces, so it will be hard for them to move around in this stage. Once you isolate the dragons, picking off a couple archers and killing the boss should be easy. The boss is a powerhouse. Attack him from behind, and whittle him down with magic.

After the battle:

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Stage 11A - Aquila

Objective: Kill all enemies

Bonus Goth: 200

\*Enemy units\*

Gremlin1

Equip:

War Trophy:

Gremlin2

Equip:

War Trophy:

Red Dragon1

War Trophy:

Red Dragon2

War Trophy:

Hawkman1

Equip:

War Trophy:

Hawkman2

Equip:

War Trophy:

Cerberus

War Trophy:

\*Guest units\*

Eleanor

Class, Level, Element, Alignment: Soldier, 13, Water N

Equip: Short Bow, Hard Leather, Pearl Necklace, Transferring Stone

Battle Strategy:

After the Battle:

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Stage 12A - Gryllus

Objective: Defeat all enemies

Bonus Goth: 100

\*Enemy Units\*

Battle Strategy:

After the Battle:

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Stage 13A - Brete

Objective: Kill the leader

Euphaire (Leader)

Class, Level, Element, Alignment: Shaman, 16, Fire, C

Equip: Fire Wand, Robe of the Wise, Amulet

Talents: Salamander, Energy Transfer

Emblem: Philosopher's Stone

War Trophy: Salamander

Undead KnightM1

Long Sword, Chain Mail, Tower Shield

War Trophy: None

Undead KnightM2

Long Sword, Chain Mail, Tower Shield

War Trophy: None

Undead KnightF1  
Pike, Chain Mail  
War Trophy: None

Undead WizardF1  
Equip: Short Bow, Leather Armor, Firestorm  
War Trophy: None

Undead WizardF2  
Equip: Short Bow, Hard Leather, Icefield  
War Trophy: None

Dragon Zombie  
War Trophy: None

Warlock  
Long Sword, Chain Mail, Bandanna, Fluid Magic  
War Trophy: Sword Emblem

Battle Strategy: This battle should be a piece of cake. Just plow through the undead, and get 1-2 attacks on Euphaire. I could have ended the battle sooner, but I wanted to kill the Warlock for his treasure. The sooner this battle ends though, the better. You don't want Euphaire casting Salamander multiple times, because there's a chance she might just kill somebody. Don't worry, she'll be on your team momentarily.

After the Battle: Euphaire will ask to join. Sign her up.

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Stage 14A - Vespa III  
Objective: Defeat the leader  
Bonus Goth:

Surgat (leader)  
Class, Level, Element, Alignment: Beast Tamer, 16-17, Wind, C  
Equip: Beast Whip, Chain Mail, Armllet of Agility  
War Trophy: Beast Whip

Cerberus1  
War Trophy: Sword Emblem

Cerberus2  
War Trophy: Wisdom Fruit

Cerberus3  
War Trophy: Cup of Life

Griffin1  
War Trophy: Crown of Intellect

Griffin2  
War Trophy: Stone of Swiftness

Cockatrice1  
War Trophy: Urn of Chaos

Cockatrice2  
War Trophy: Tome of Discipline

Battle Strategy: This will be a long drawn out battle. All of the enemies have high HP. If you want to kill all the enemies, you're going to take some hits from their specials in the process. Bring somebody who can relieve status effects, or else the Cockatrices can be dangerous.

After the battle:

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Stage 15A - Belleza

Objective: Defeat the leader

Bonus Goth: 0

\*Enemy units\*

Elrik (leader)

Class, Level, Element, Alignment: Warlock, 16-17, Water, C

Equip: Ice Wand, Ice Chain, Amulet, Fenrir

War Trophy: Fenrir

NinjaF1

Equip: Great Bow, Chain Mail, Bandanna

War Trophy: Stone of Swiftess

NinjaF2

Equip: Francisca, Chain Mail, Bandanna, Air Blade

War Trophy: Sword Emblem

NinjaF3

Equip: Pike, Chain Mail, Warp Shoes

War Trophy: Warp Shoes

Valkyriel

Equip: Pike, Chain Mail, Plumed Headband, Icefield

War Trophy: Plumed Headband

Valkyrie2

Equip: Trident, Chain Mail, Plumed Headband, Thunder Flare

War Trophy: Trident

Witch1

Equip: Scipplay's Staff, Spell Robe, Pointy Hat, Constrain, Poison

Squall

War Trophy:

Witch2

Equip: Scipplay's Staff, Spell Robe, Pointy Hat, Fluid Magic, Slumber

Mist

War Trophy: Spell Robe

Battle Strategy:

After the Battle: Elrik will ask to join. Sign him up.

-----

Stage 16 - Naja

Objective: Defeat the leader

Bonus Goth: 500

\*Enemy units\*

Grevis (leader)

Class, Level, Element, Alignment: Siren, 18, Fire, N

Equip: Caldia, Cloak of Authority, Armlet of Agility, Armlet of Wisdom,  
Gnome

War Trophy: Gnome

KnightF1

Long Sword, Plate Mail, Earth Shield, Armlet of Agility

War Trophy: Earth Shield

KnightF2

Claymore, Plate Mail, Iron Helm, Heal

War Trophy: Sword Emblem

SoldierF

Great Bow, Chain Mail, Leather Hat

War Trophy: Stone of Swiftess

Witch

Scipplay's Staff, Water Garb, Pointy Hat, Ray of Paralysis, Fluid Magic

War Trophy: Water Garb

WizardF1

Earth Wand, Spell Robe, Firestorm, Ice Javelin

War Trophy: Earth Wand

WizardF2

Ice Wand, Spell Robe, Pointy Hat, Crag Crush, Air Blade

War Trophy: Ice Wand

ClericF

Halt Hammer, Spell Robe, Heal Plus, Cleanse

War Trophy: Cleanse

Battle Stategy: Woah, where did this come from? The hardest battle you've faced so far. The key is to not spread yourself out. I only brought one healer along and spread myself out, and ended up having to revive 3 characters. Another thing I learned, is that you CANNOT kill these Knights when you split up. You need to gang them, because they have excellent equipment, and will just heal themselves, recovering any damage you dealt them.

After the Battle:

-----

Stage 17A - Sotavento

Objective: Defeat the leader

Bonus Goth: 1000 Goth

\*Enemy units\*

Nichart (leader)

Class, Level, Element, Alignment: Esquire, 19, Water, L

Equip: Osric's Spear, Heavy Armor, Transferring Stone, Ice Javelin

War Trophy: 1000 Goth

Valkyriel

Equip: Trident, Chain Mail, Plumed Headband, Firestorm

War Trophy: Sword Emblem

Valkyrie2

Equip: Great Bow, Chain Mail, Plumed Headband

War Trophy: Stone of Swiftess

Valkyrie3

Equip: Trident, Chain Mail, Plumed Headband, Airblade

War Trophy: Stone of Quickness

KnightM1

Equip: Long Sword, Tower Shield, Plate Mail, Iron Helm

War Trophy: Altar of Resurrection

KnightM2

Equip: Claymore, Plate Mail, Iron Helm, Heal

War Trophy: Sword Emblem

Witch

Equip: Scipplay's Staff, Earth Garb, Pointy Hat, Ray of Paralysis

War Trophy: Earth Garb

PriestM

Equip: Halt Hammer, Robe of the Wise, Heal Plus, Cleanse, Resurrection

War Trophy: Resurrection

Battle Strategy: Avoid Nichart, as he will eat you alive. Fprtunately for you, he will usually attack from 2 panels away, cutting his damage in half. If you line up your characters in a line, you're begging him to wreck you. Being able to hit the enemy from afar is essential, because geographic boundaries will separate you from your powerful enemies. If you attack Nichart with Ivanna, he will talk to her. Unfortunately for you, if you attack him from behind, he turns around to talk to her which means he will counterattack. Shouldn't be a problem if Ivanna is still a Knight, but something to note nonetheless.

After the Battle: Watch some cuts scenes

-----

Stage 18A - Haena

Objective: Defeat the leader

Bonus Goth:

\*Enemy units\*

Orson (leader)

Class, Level, Element, Alignment: Archer, 20, Wind, L

Equip: Thunder Bow, Thunder Chain, Armllet of Agility

War Trophy: Thunder Bow

ArcherM1

Equip: Great Bow, Chain Mail, Leather Hat, Forest Boots

War Trophy: Forest Boots

ArcherM2

Equip: Great Bow, Flame Leather, Leather Hat

War Trophy: Flame Leather

Swordmaster1

Equip: Claymore, Chain Mail, Teleport  
War Trophy: Teleport

Swordmaster2  
Equip: Claymore, Chain Mail, Ray of Paralysis  
War Trophy: Crown of Intellect

NinjaM1  
Equip: Yomogi-u, Chain Mail, Bandanna, Thunder Flare  
War Trophy: Yomogi-u

NinjaM2  
Equip: Trident, Thunder Chain, Bandanna, Firestorm  
War Trophy: Thunder Chain

Thunder Dragon  
War Trophy: Sorceror's Cup

Battle Strategy: The enemies will start off with a major height advantage. Normally, you wouldn't care, but Orson is a damn good Archer, and he has 2 fellow Archers with him. The Ninjas also have magic, giving them more ways to pick away at you from long distance. Furthermore, your Trudging allies (magic users and beasts) will have to take the long way up the hill, separating your party. Fortunately for you, none of the enemies, save the Thunder Dragon, are anything close to having a quality defense. It should take much to bring them down. Sadly, as for Orson, they should have given him the Bare Hands emblem. It pains me to see him counter attacking for 4 damage when you can deal him 80.

After the Battle: Equip all your neat equipment. Gracula will open up, in addition to Ostorea. Head to Gracula, so you can get another special character.

-----

Stage 19A Graculla  
Objective: Defeat all enemies  
Sub Objective: Transform Lubinnya into Lubina  
Bonus Goth: 200

\*Enemy units\*

Lubinnya  
Class, Level, Element, Alignment: Gremlin, 19, Water, N  
Equip: Sherwood Bow, Hard Leather, Amulet  
War Trophy: 1000 Goth

Gremlin1  
Equip: Composite Bow, Hard Leather, Glass Pumpkin  
War Trophy: Glass Pumpkin

Gremlin2  
Equip: Great Bow, Hard Leather  
War Trophy: Great Bow

Cerberus1  
War Trophy: Sword Emblem

Cerberus2

War Trophy:

Red Dragon1

War Trophy: Mirror of the Gods

Red Dragon2

War Trophy: Urn of Chaos

Cockatrice

War Trophy:

Battle Strategy: Bring Glycinia along if you want to get Lubina. You need to get Glycinia next to Lubinnya. Glycinia will recognize her and they'll have a short scene. The rest of the battle should be relatively simple, just gang on the slow beasts and hunt down the Gremlins (not Lubinnya!) when you're done.

After the Battle: If you transformed Lubina, you can get her to join you now. Return to Ostorea Castle and continue on. This next sequence will be one of the game's toughest challenges. You must split your party in two to siege the castle gates.

-----

Stage 20A - Ostorea Castle: South Gate

Objective: Defeat the leader

Bonus Goth: 1400

\*Enemy units\*

Nichart (leader)

Class, Level, Element, Alignment: Esquire, 21, Water, L

Equip: Osric's Spear, Brigandine, Snow Boots, Ice Javelin

War Trophy: Osric's Spear

Lethe

Class, Level, Element, Alignment: Venefica, 19, Wind, C

Equip: Wind Wand, Spell Robe, Wind Ring, Transferring Stone, Thunder

Flare, Fluid Magic

War Trophy: 1000 Goth

Duke Knight1

Equip: Claymore, Heavy Armor, Iron Helm, Heal

War Trophy: Healing Salve

Duke Knight2

Equip: Firedrake Sword, Heavy Armor, Tower Shield

War Trophy: Firedrake Sword

Witch

Equip: Sherwood Bow, Spell Robe, Armllet of Wisdom, Constrain

War Trophy: Stone of Swiftmess

Siren1

Equip: Battle Fan, Cloak of Authority, Ice Field

War Trophy: Cloak of Authority

Siren2

Equip: Caldia, Cloak of Authority, Firestorm

War Trophy: Caldia

PriestF

Equip: Scipplay's Staff, Robe of the Wise, Pointy Hat, Heal Plus,  
Cleanse, Divine Radiance

War Trophy: Divine Radiance

Battle Strategy: On a general note, no matter what your party is, don't bother with Nichart until the end. Allowing him to hit you with Ice Javelin is much better than letting him poke you with the end of his spear. Take out the 2 Duke Knights, and work your way towards which ever side has Lethe. Take out him and all the surrounding enemies. Head for Nichart and any remaining enemies. Aside from the 2 Duke Knights and Nichart, all the enemies in this stage are magical, so your attacks should be pretty effective. It would probably be better to use your Ninjas in this stage instead of the West Gate. While Warp Boots are a big help in beating this stage, they're more of a luxury than a necessity. I would save those for the West Gate.

After the Battle:

-----

Stage 21A - Ostorea Castle: West Gate

Objective: Defeat the leader

Bonus Goth: 600

\*Enemy units\*

Margret

Class, Level, Element, Alignment: Swordmaster, 21, Wind, N

Equip: Notos, Peregrine Mail, Atropos

War Trophy: Notos, Atropos Special

Duke Knight1

Equip: Sum Mannus, Heavy Armor, Tower Shield, Heal Plus

War Trophy: Sum Mannus

Duke Knight2

Equip: Long Sword, Heavy Armor, Saint's Shield, Acid Vapor

War Trophy: Saint's Shield

Warlock

Equip: Firedrake Sword, Fire Garb, Sacred Ring, Slumber Mist

War Trophy: Sacred Ring

ArcherM1

Equip: Great Bow, Grincer Coat, Leather Hat

War Trophy: Grincer Coat

ArcherM2

Equip: Tundra Bow, Hard Leather, Leather Hat

War Trophy: Stone of Swiftness

Hawkman1

Equip: Halt Hammer, Chain Mail, Tower Shield

War Trophy: Healing Salve

Hawkman2

Equip: Halt Hammer, Chain Mail, Tower Shield

War Trophy: Crown of Intellect

Battle Strategy: The most dangerous units in this stage are the

Archers. Any Wizard type character won't be able to get close without being killed. Ninjas and other low defense characters also have to watch it. The best approach for this stage is to bring all your slow and steady units, as they won't mind the Archer fire, and should be able to deal with the rest of the units without a problem. You should probably use your character with Warp Boots in this stage. It's the only way you'll be able to kill the Archers without going through Margret.

After the Battle: Give the Atropos special to one of your characters. Proceed to the throne room.

-----

Stage 22A - Ostorea Castle: Throne Room

Objective: Defeat the leader

Bonus Goth: 2500

\*Enemy units\*

Rictor (leader)

Class, Level, Element, Alignment: High Priest, 22, Earth, L

Equip: Inca Rose, Saint's Garb, Bandanna, Armlet of Wisdom, Ignis

Fatuus, Heal

War Trophy: 1000

KnightM (Justin)

Equip: Claymore, Brigandine, Dragon Helm, Heal

War Trophy: Dragon Helm

KnightF (Lara)

Equip: Long Sword, Dragon Shield, Brigandine, Heal

War Trophy: Dragon Shield

Duke Knight1

Equip: Claymore, Heavy Armor, Iron Helm, Cleanse

War Trophy: Sword Emblem

Duke Knight2

Equip: Claymore, Heavy Armor, Iron Helm, Warp Ring

War Trophy: Warp Ring

WizardM1

Equip: Scipplay's Staff, Robe of the Wise, Crag Crush

War Trophy:

WizardM2

Equip: Scipplay's Staff, Water Garb, Ice Field

War Trophy: Water Garb

Witch

Equip: Scipplay's Staff, Spell Robe, Armlet of Wisdom, Petrifying Cloud, Fluid Magic

War Trophy: Petrifying Cloud

Battle Strategy:

After the Battle:

-----

Stage 23A - Ostorea Castle: Crypt

Objective: Defeat the leader

Bonus Goth: 0 Goth

\*Enemy units\*

Rictor

Class, Level, Element, Alignment: High Priest (evil), 23, Earth, L

Equip: Inca Rose, Saint's Garb, Bandanna, Armlet of Wisdom, Ignis

Fatuus, Heal

War Trophy: Ignis Fatuus, Cave Exploration

Warlock

Equip: Claymore, Flame Leather, Bandanna, Fluid Magic

War Trophy: Crown of Intellect

KnightM1

Equip: Claymore, Heavy Armor, Iron Helm, Warp Ring, Cleanse

War Trophy: Warp Ring

KnightM2

Equip: Long Sword, Heavy Armor, Iron Helm, Tower Shield, Heal

War Trophy: Healing Salve

Valkyriel

Equip: Trident, Chain Mail, Plumed Headband, Thunder Flare

War Trophy: Plumed Headband

Valkyrie2

Equip: Earth Javelin, Chain Mail, Plumed Headband, Air Blade

War Trophy: Earth Javelin

Angel KnightF1

Equip: Needle of Light, Chain Mail, Tower Shield

War Trophy: Needle of Light

Angel KnightF2

Equip: Needle of Light, Chain Mail, Earth Shield

War Trophy: Earth Shield

Battle Strategy: The Warlock will use Fluid Magic on Rictor. This gives Rictor 2 choices in terms of what he does. The summon spell Ignis Fatuus, or Heal. If you cripple some of his guys, he'll cast Heal, so guess what your battle strategy should be? A few well placed Temptations will have the enemy Knights healing you instead of their allies, and also increases the chances of Rictor casting Heal himself.

After the Battle: You get the Cave Exploration Quest Book. Thus ends Chapter 2. After watching a lot of the story unfold, Cybil will return and ask to join you. Take her, she is your reward for taking the A route. You can choose to go to Rebanada, or go straight for Harmonia.

-----

Stage 24A - Rebanada

Objective: Defeat the leader

Bonus Goth: 200

\*Enemy units\*

Rimmon (leader)

Class, Level, Element, Alignment: ??? (Unknown) 27, Bane, N/A

Equip: Heavy Armor, Goblin Helm  
War Trophy: Goblin Helm

Undead KnightM1  
Equip: Long Sword, Chain Mail, Tower Shield  
War Trophy: None

Undead KnightM2  
Equip: Long Sword, Chain Mail, Tower Shield  
War Trophy:

Ghost1  
Equip: Scipplay's Staff, Spell Robe, Enfeeble  
War Trophy: None

Ghost2  
Equip: Scipplay's Staff, Spell Robe, Nightmare  
War Trophy:

Ghost3  
Equip: Scipplay's Staff, Spell Robe, Brain Sap  
War Trophy:

Dragon Zombiel  
War Trophy: None

Dragon Zombie2  
Equip: Necklace of Resist  
War Trophy: None

Battle Strategy: Yep, you guessed it. Rimmon is really an Ogre. They finally made it to the Tactics Ogre format, and they're even more impressive than their OB64 counterparts. Rimmon just can't be hurt physically. Magic is the way to go. You should be able to run circles around him casting summon spells. Even then, you may need a little more. Unfortunately for Rimmon, he should keep better company than the Undead. The reason the Ogre Battle was such a successful campaign for the Netherworlders is there were many Ogres running around, along with Gorgons, Daemons, and other Abominations. NOT the Undead. Just Exorcise them all. Bring Glycinia and Lubina. Their Magic Barrage will work wonders here. It can even kill the dragon with the Necklace of Resistance, which makes him immune to a normal Exorcism spell. Once you kill the undead, you can pelt Rimmon with Magic Barrage safely out of his movement range. In fact, they're probably more dependable than summons. If you're afraid of taking lots of damage, Magic Missile is still effective here. Even though this battle isn't difficult, I still like it as it gives a clue as to what the Ogre Battle was really like (Think Rimmon and 4 other Ogres running side by side).

After the Battle: Elrik will talk a bit more, and you'll get the Goblin Helm for defeating Rimmon (aka the Ogre Helm, for you OB vets). Nice piece of equipment if I do say so myself. Continue on to Harmonia.

-----

Stage 25A - Harmonia  
Objective: Defeat the Twin Wizards (Cirvante and Lethe)  
Bonus Goth:

\*Enemy units\*

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Stage 7B - Sufrir

Objective: Defeat all enemies

Sub Objective: Protect Orson

Bonus Goth: 500

\*Enemy units\*

Gremlin1

Equip: Short Bow, Hard Leather

War Trophy: Stone of Swiftness

Gremlin2

Equip: Short Bow, Hard Leather

War Trophy: Stone of Swiftness

Gremlin3

Equip: Short Bow, Hard Leather

War Trophy: Sorceror's Cup

Earth Dragon1

War Trophy: Crown of Intellect

Earth Dragon2

War Trophy: Mirror of the Gods

Thunder Dragon1

War Trophy: Sword Emblem

Thunder Dragon2

War Trophy: Cup of Life

\*Guest units\*

Orson

Class, Level, Element, Alignment: Archer, 8, Wind, L

Equip: Great Bow, Chain Mail, Amulet

Battle Strategy: It's basically your 8 Vs 4 Dragons. You should be able to take out one by the time they gain enough SP to do their breath attack, and after that just Heal and continue the massacre. After that, it's just a matter of catching the Gremlins and smacking them up a couple times.

After the battle: Orson will ask to join. Sign him up. Return here and get the buried Ice Wand, as well as any other treasure you might have missed. Use the Sorceror's Cup you got from last battle on your Deneb candidate if you haven't gotten Deneb already. You should be able to change into her at this point in the game.

-----

Stage 8B - Arena

Objective: Defeat the leader

Sub Objective: Don't KILL the leader

Bonus Goth: 200

Enemy units

Minerva (leader)

Class, Level, Element, Alignment: Mermaid, 11-16, Water, N

Equip: Pike, Chain Mail, Water Ring, Bandanna

War Trophy: Water Ring

Mermaid1

Equip: Pike, Chain Mail, Plumed Headband

War Trophy: Sword Emblem

Mermaid2

Equip: Pike, Chain Mail, Plumed Headband

War Trophy: Crown of Intellect

Mermaid3

Equip: Pike, Chain Mail, Plumed Headband

War Trophy: Stone of Swiftess

Hawkman1

Equip: Halt Hammer, Chain Mail, Ice Shield

War Trophy: Ice Shield

Hawkman2

Equip: Halt Hammer, Chain Mail, Tower Shield

War Trophy: Healing Seed

Octopus1

War Trophy: Cup of Life

Octopus2

War Trophy: Urn of Chaos

Battle Strategy: This battle is much more difficult than it's "A" counterpart. You must fight against Minerva in this battle, and the enemy is well prepared for the terrain. Do not fight them in the water. Their counterattacks will be better than your attacks. Out of the water, Mermaids and Octopi are much easier to kill. Either travel to their island, or draw them back to your island (for space constraints, I suggest the former). Do NOT kill Minerva. You will lose your chance at getting Aerial after the next stage. You will still get the Water Ring, regardless of whether she dies or not. Since she can cast Lullaby out of range, you may have to chase her into the water. So be it. You might actually be better off doing so, as decreased damage makes it easier to not kill her.

After the battle: If you spared Minerva, a scene will occur where she runs away. Do your treasure plundering routine.

-----  
Stage 9B - Rana

Objective: Defeat the leader

Bonus Goth:

\*Enemy units\*

Aerial (leader)

Class, Level, Element, Alignment: Mermaid, 12-17, Wind, N

Equip: Trident, Thunder Chain, Amulet

War Trophy: 2000 Goth

Octopus1

War Trophy: Cup of Life

Octopus2

War Trophy: Healing Seed

Mermaid1

Equip: Pike, Chain Mail, Plumed Headband

War Trophy: Crown of Intellect

Mermaid2

Equip: Pike, Chain Mail, Plumed Headband

War Trophy: Sorceror's Cup

Mermaid3

Equip: Pike, Chain Mail, Plumed Headband

War Trophy: Sword Emblem

Fairy1

Equip: Bow Gun, Hard Leather, Cassowary Feather

War Trophy: Cassowary Feather

Fairy2

Equip: Bow Gun, Hard Leather

War Trophy: Stone of Swiftness

Battle Strategy: I'd suggest bringing many units that move well in the water here. If you have an Octopus, you'd be a fool not to use it, especially if it's at level 10 and can use it's special. The Mermaids are also tough. Fortunately, they often use their Lullaby instead of attacking. You only need to bring the leader down to critical for this battle to end. The Octopi are to be considered very dangerous.

After the Battle: You'll view the history of the Sacred Spear. On your return to Arena, Aerial will ask to join. Sign her up.

-----

Stage 10B - Solea

Objective: Defeat the leader

Sub Objective: Protect Eleanor

Bonus Goth: 1000

Enemy units

Karcist (leader)

Class, Level, Element, Alignment: Dragoon, 14-15, Wind, C

Equip: Fafnir, Tower Shield, Plate Mail, Iron Helm

War Trophy: Fafnir

ArcherF1

Equip: Great Bow, Chain Mail, Plumed Headband, Dragon Gem

War Trophy: Stone of Swiftness

ArcherF2

Equip: Great Bow, Chain Mail, Sherwood Hat Dragon Gem

War Trophy: Sherwood Hat

Thunder Dragon

War Trophy: Sword Emblem

Red Dragon

War Trophy: Cup of Life

Earth Dragon

War Trophy: Altar of Resurrection

Blue Dragon

Equip: Dragon Eyes

War Trophy: Dragon Eyes

\*Guest units\*

Eleanor

Class, Level, Element, Alignment: Soldier, 12, Water N

Equip: Hard Leather, Pearl Necklace

Battle Strategy: Keep an eye on Eleanor, as she can't defend herself. The dragons pack a punch, so try to spread them out. You want to avoid having a character get attacked by more than one dragon. They only move 3 spaces, so it will be hard for them to move around in this stage. Once you isolate the dragons, picking off a couple archers and killing the boss should be easy. The boss is a powerhouse. Attack him from behind, and whittle him down with magic.

After the battle:

-----

Stage 11B - Aquila

Objective: Kill all enemies

Bonus Goth: 200

\*Enemy units\*

Gremlin1

Equip:

War Trophy:

Gremlin2

Equip:

War Trophy:

Red Dragon1

War Trophy:

Red Dragon2

War Trophy:

Hawkman1

Equip:

War Trophy:

Hawkman2

Equip:

War Trophy:

Cerberus

War Trophy:

\*Guest units\*

Eleanor

Class, Level, Element, Alignment: Soldier, 13, Water N

Equip: Short Bow, Hard Leather, Pearl Necklace, Transferring Stone

Battle Strategy:

After the Battle:

-----  
V. Classes

A. Bi-Gender classes

Soldier

Description: The basic class where all characters begin. With evenly distributed abilities, these characters are quite versatile.

Requirements: None

Preferred Weapon: None

Movement type: 5/Walking/Wading

Talent Slots: 0

Level Up Bonuses

HP: 7-9

MP: 2-3

STR: 4-5

INT: 3-5

AGI: 4-5

Rashidi says: Change class ASAP. While Soldiers are actually kind of good, but you'll want a specialized class, because a class that's not good at anything gets worse as the game goes on.

Ninja

Description: Highly trained spies who act under a veil of secrecy.

Ninjas are experts in martial arts and can cast low level spells. They can move up to 3 steps up or 4 steps down and can walk unrestricted on water.

Requirements: 36 STR, 37 AGI

Preferred Weapon: Katana

Movement type: 7/Acrobatic/Waterwalk

Talent Slots: 2

Magic: Area-Effect, Missile

Special: Shuriken Barrage

Level Up Bonuses

HP: 4-6

MP: 2-4

STR: 3-5

INT: 4-5

AGI: 6-9

Rashidi says: Ninja's rock. Their speed is just godly, especially in the beginning of the game. Their Shuriken Barrage gives them a built in crossbow attack, and you can even equip an attack spell. The only problem is their lack of strength catches up to them later on in the game.

Archer

Description: Skilled rear support characters who excel at shooting arrows. Useful in many situations.

Requirements: 37 AGI

Preferred Weapon: Bow

Movement type: 6/Walking/Semiaquatic

Talent Slots: 0

Level Up Bonuses

HP: 5-7

MP: 1-3

STR: 3-5

INT: 2-4

AGI: 5-7

Rashidi says: While not the powerhouses they were in TO (thankfully), Archers are still serviceable. They specialize whittling the enemy down from out of range. While there are plenty of classes that can deal more damage, you'll find that the Archer doesn't have to take damage to dish it out. With excellent movement and weapon range, you should always be too far away for the enemy to deal significant damage to your Archer. Unfortunately, an Archer is only as good as his weapon. In the beginning of the game, when you can only use Short Bows and other weak weapons, which doesn't make them very effective. Once you start getting better bows the offense starts picking up, but by that time, Swordmasters and other better classes will be available. So while the Archer isn't a bad class, it is outclassed for most of the game.

#### Wizard

Description: Wizards typically attack from a distance using magic and are not very good at hand-to-hand combat. They are most effective at the rear, supporting the troops and using lower level attack spells.

Requirements: N or C Alignment, 16 MP, 26 INT

Preferred Weapon: None

Movement type: 4/Trudging/Wading

Talent Slots: 3

Magic: Area-Effect, Missile

Level Up Bonuses

HP: 5

MP: 5-7

STR: 3-4

INT: 5-7

AGI: 3-5

Rashidi says:

#### Cleric

Description: Clerics rely on God for strength, miraculously healing comrades and helping lost souls return to heaven. One of the few classes that can use healing spells.

Requirements: N or L Alignment, 18 MP, 28 INT

Preferred Weapon: None

Movement type: 4/Trudging/Wading

Talent Slots: 3

Magic: Virtue

Level Up Bonuses

HP: 4-6

MP: 4-7

STR: 3-5

INT: 6-8

AGI: 4-5

Rashidi says: You need a healer. These guys heal. Change them to Priests when you get a chance.

#### Knight

Description: Knights display unwavering courage and value courtesy, honor, and pride. They surpass normal soldiers in ability and can cast certain spells of virtue.

Requirements: N or L Alignment, 51 STR, 53 AGI, Knight's Certificate

Preferred Weapon: Sword, Thrusting Sword

Movement type: 5/Walking/Wading

Talent Slots: 1

Magic: Virtue

Special:

#### Level Up Bonuses

HP: 6-9

MP: 2-4

STR: 5-7

INT: 3-5

AGI: 4-5

Rashidi says: In TO, Knights were the worst human class. Just as bad as Soldiers. Now that they can cast magic, I'm still trying to figure out how to actually lose one in battle. They have great defense, and can heal themselves and their teammates. I am convinced that a whole team of Knights would be able to plow through this game. The healing factor is that big. Still, their offense is only average, and movement can be a pain sometimes. All in all, a nicely improved class.

#### Priest

Description: Priests are trained in the use of higher level spells of virtue. Only this class can cast Resurrection, a spell that retrieves the souls of the dead and revives their flesh.

Requirements: N or L Alignment, 76 MP, 96 INT, Heavenly Spirit, Under 10 killings.

Preferred Weapon: None

Movement type: 4/Trudging/Wading

Talent Slots: 3

Magic: Virtue

#### Level Up Bonuses

HP: 5-6

MP: 5-6

STR: 4

INT: 5

AGI: 4

Rashidi says:

#### Angel Knight

Description: Only a seasoned warrior with a pure heart can transmigrate to become an Angel Knight. These flying characters have the ability to cast spells of virtue.

Requirements: L Alignment, 215 HP, 66 MP, 89 STR, 81 INT, 88 AGI, Archangel's Feather Emblem, Die in battle and depending on your biorhythm there is a chance the character will transmigrate (high Biorhythm increases the chances).

Preferred Weapon: Thrusting Sword

Movement Type: Fly/

Talent Slots: 2

Special: Poignant Melody, Banish

#### Level Up Bonuses

HP:

MP:

STR:

INT:

AGI:

Rashidi says:

#### Lich

Description:

Requirements: C Alignment, 118 MP, 134 INT, Die in battle with Ring of the Dead equipped.

Preferred Weapon:

Movement type:

Talent Slots: 3

Magic:

## Level Up Bonuses

HP:

MP:

STR:

INT:

AGI:

Rashidi says: While I haven't gotten this class yet, I can honestly say that it is better than your basic Wizard.

## B. Male classes

### Sword Master

Description: Sword Masters can swiftly strike down opponents with blindingly fast sword-handling, and they can also use support spells.

Requirements: 95 STR, 111 AGI, Book of Initiation

Preferred Weapon: Sword, Katana

Movement type: 6/Walking/Wading

Talent Slots: 2

Magic: Support

Special: Pelting Fury, Swallow's Daze (level 20 w/katana)

#### Level Up Bonuses

HP:

MP:

STR:

INT:

AGI:

Rashidi says: Sword Masters were probably the best human class in TO. They probably still retain that title in this game. Pelting Fury is much improved, and is deadly against magic type characters.

### Beast Tamer

Description: Beast Tamers are among the few humans that magic beasts such as Griffins will open their hearts to. These male warriors enhance magic beasts' power when they are in close proximity.

Requirements: 142 HP, 34 STR, No more than 1 beast killed

Preferred Weapon: Whip

Movement type: 6/Fast, Wading

Talent Slots: 0

#### Level Up Bonuses

HP: 4-7

MP: 2

STR: 4-6

INT: 2-4

AGI: 4-6

Rashidi says: Beast Tamers were pretty good fighters in TO. The problem was, all whips were unique weapons, and there were only 4 of them in the game. Of those 4, only 1 could be attainable before late chapter 3. Now that you can purchase whips in the shop, Beast Tamers are even better. Having a ranged attack comes in handy when you want to gang up on an enemy or when you want to attack without fear of a counterattack.

### Warlock

Description: A male spellcaster, deceptively harmless in appearance, who in reality manipulates awesome magical power. A Warlock can fight bravely at the front lines or sustain the troops with support spells from the rear.

Requirements: N or L Alignment, 78 MP, 90 STR, 76 INT, The Pen and the Sword

Preferred Weapon: Sword

Movement type: 4/Walking/Wading

Talent Slots: 3

Magic: Support

Special: Barren Soul

Level Up Bonuses

HP:

MP:

STR:

INT:

AGI:

Rashidi says: Little known secret. In TO, Warlocks were the most versatile class. If you trained as a Sword Master, and changed into a Warlock when your level capped, you could cast THREE very effective Supplemental magics instead of ONE as a Sword Master, as well as cast Dragon Magic. Unfortunately, if you trained AS a Warlock, chances were you'd just be an inferior Witch. Well, no more! They seem to have combined the two classes here. You can run around and kill like a Sword Master, or you can run around and hit people with supplemental magic like a Sword Master. Vastly improved from the original TO.

Dragoon

Description: Also known as dragon slayers, these powerful male warriors can overwhelm dragons, or any creature, for that matter. They can only use missile type spells.

Requirements: N or C Alignment, 215 HP, 109 STR, 94 AGI, Dragon Scale

Preferred Weapon: Sword, Spear

Movement type: Walking/Wading

Talent Slots: 1

Magic: Missile

Level Up Bonuses

HP:

MP:

STR:

INT:

AGI:

Rashidi says:

## C. Female Classes

Valkyrie

Description: Valkyries are versatile female warriors who fight well both on land and water. They supplement their physical abilities with low level attack magic. Their gallant attitudes give comrades courage.

Requirements: N or L Alignment, 48 STR, 41 INT, Lancer

Preferred Weapon: Spear

Movement type: 6/Walking/Semiaquatic

Talent Slots: 2

Magic: Missile, Area-Effect

Level Up Bonuses

HP: 5-7

MP: 2

STR: 5-6

INT: 5-6

AGI: 5-6

Rashidi says:

Witch

Description: Witches specialize in using supportive spells such as Ray of Paralysis. They do not have strong attack spells and make poor fighters. A witch's beauty may be her strongest weapon.

Requirements: N or C Alignment, 38 MP, 35 INT, Vixen's Whisper.

Preferred Weapon: None

Movement type: 4/Trudging/Wading

Talent Slots: 3

Magic: Support

Special: Fascination

Level Up Bonuses

HP:

MP:

STR:

INT:

AGI:

Rashidi says:

Dragon Tamer

Description: Dragon Tamers handle dragons gently and will enhance the power of any dragons within the range of 3 panels. This female class can cast missile type magic and are unforgiving to those that would hurt a dragon.

Requirements: 140 HP, 14 MP, No more than 1 dragon killed

Preferred Weapon: Thrusting Sword

Movement type: 6/Walking/Semiaquatic

Talent Slots: 1

Magic: Missile

Special: Raises the power of your Dragons within a 3 panel range

Level Up Bonuses

HP: 5-6

MP: 2-3

STR: 3-4

INT: 4-5

AGI: 5

Rashidi says:

Siren

Description: A stunningly beautiful spellcaster that is well acquainted with all kinds of powerful attack spells. Her INT and MP increase faster than a wizard's.

Requirements: 60 MP, 60 INT, Philosopher's Stone

Preferred Weapon: Fan

Movement type: 4/Trudging/Wading

Talent Slots: 3

Magic: Missile, Area-Effect, Summon

Level Up Bonuses

HP:

MP:

STR:

INT:

AGI:

Rashidi says:

D. Demi-Human classes

Hawkman

Description: These violent, winged fighters crave battle. They live much longer than humans, but maintain a youthful appearance. Because of their wings, terrain is not a factor.

Preferred Weapon: Hammer

Movement type: 6/Fly/Wading

Talent Slots: 1

Special: Thunder Arrow (level 10)

#### Level Up Bonuses

HP: 6-9

SP: 2-3

STR: 5-7

INT: 3

AGI: 4-5

Rashidi says: Their hammer proficiency and Thunder Arrow makes them a threat from melee range and from afar. Their flight means you'll be able to get into position to do each one effectively. Very useful in the beginning. Kind of like a junior Angel Knight.

#### Mermaid

Description: A demi-human whose upper body is human and lower body is fish. Mermaids live in the sea and can swim competently. Echoing from craggy shorelines, their voices can revitalize listeners.

Preferred Weapon: Spear

Movement type: 4/Snow-Trudging/Aquatic

Talent Slots: 2

Special: Lullaby (level 10), Cheer (level 15)

#### Level Up Bonuses

HP: 6

SP: 4-6

STR: 4

INT: 5-6

AGI: 5

Rashidi says: This is an excellent representation of the Mermaid in TO format. Unfortunately, they are supposed to suck. They make great water units, and are really lacking on land. Very weak in all statistical categories, although their 2 specials make up for it a bit.

#### Fairy

Description: Tiny, flying demi-humans. Though they're not very impressive at fighting, Fairies make cute mascots on the battlefield.

Preferred Weapon: None

Movement type: 6/Fly/Float

Talent Slots: 3

Special: Cute Kiss (level 10), Fairy's Kiss (level 15), Magic Missile (level 20)

#### Level Up Bonuses

HP: 3-4

SP: 5-7

STR: 3

INT: 5-6

AGI: 6-10

Rashidi says:

#### Giant

Description: Giants, while not intelligent enough to equip weapons, can swing their arms like logs and their fists like rocks to wreck havoc among the enemy.

Movement type: 3/Trudging-Snow/Wading

Talent Slots: 1

Special: Titan Crush (level 10)

#### Level Up Bonuses

HP: 8-11

SP: 3-4

STR: 6-10

INT: 2-3

AGI: 3-4

Rashidi says:

## E. Undead classes

### Ghost

Description: An undead character whose soul exists outside of a physical body. Ghosts are unaffected by physical attacks. They can use low level bane spells, and though they may run out of HP, they will resurrect after a certain amount of time.

Requirements: Cast Necromancy on a dead Male or Female.

Preferred Weapon: None

Movement type: 6/Warp/Float

Talent Slots: 3

Magic: Area-Effect

Level Up Bonuses

HP:

MP:

STR:

INT:

AGI:

Rashidi says:

### Undead Soldier

Description: Undead Soldiers are restless souls which have been granted the power of darkness and the ability to resurrect. While they have the same abilities as they possessed before death, their first attacks now have poison.

Requirements:

Preferred Weapon: None

Movement type: 5/Walking/Wading

Talent Slots: 0

Special:

Level Up Bonuses

HP:

MP:

STR:

INT:

AGI:

Rashidi says:

### Undead Wizard

Description: Undead Wizards are restless souls which have been granted the power of darkness and the ability to resurrect. While they have the same abilities as they possessed before death, their first attacks now have poison.

Requirements:

Preferred Weapon:

Movement type: 4/Trudging/Wading

Talent Slots: 3

Magic:

Special:

Level Up Bonuses

HP:

MP:

STR:

INT:

AGI:

Rashidi says:

### Undead Knight

Description: Undead Knights are restless souls which have been granted

the power of darkness and the ability to resurrect. While they have the same abilities as they possessed before death, their first attacks now have poison.

Requirements:

Preferred Weapon:

Movement type: 5/Walking/Wading

Talent Slots:

Magic:

Special:

Level Up Bonuses

HP:

MP:

STR:

INT:

AGI:

Rashidi says:

Dragon Zombie

Description: A dragon that's been revived after death. Terrifying and violent, Dragon Zombies attack using venom. They will also resurrect after being slain in battle.

Requirements: Cast Necromancy on a dead Dragon, Element Bane.

Movement type: 3/Trudging/Wading

Talent Slots: 1

Special: Rotten Breath

Level Up Bonuses

HP:

MP:

STR:

INT:

AGI:

Rashidi says:

F. Beast Classes

Griffin

Description: A magical winged beast with the body of a lion and head of an eagle. Though Griffins' attack power is not high, they have a unique attack, Windstorm, that draws on the power of their wings. They are unaffected by terrain type.

Movement type: 4/Fly/Wading

Talent Slots: 1

Special: Windstorm (level 10)

Level Up Bonuses

HP: 6-9

SP: 3-4

STR: 3-4

INT: 4-5

AGI: 4-5

Rashidi says: Too slow to make good use out of it's flying ability.

Worthless until it gets Windstorm, and even then you're just better off using a Wizard for area-effect damage.

Cockatrice

Description: A magical beast with the body of a chicken, a snake's tail, and scales. Since Cockatrices can fly, they're unaffected by terrain type. Their Petrifying Breath turns foes to stone.

Movement type: 4/Fly/Wading

Talent Slots: 1

Special: Petrifying Breath (level 10)

#### Level Up Bonuses

HP: 7-9

SP: 3

STR: 4

INT: 4

AGI: 4-6

Rashidi says:

#### Cerberus

Description: A mythical two-headed, four-legged canine whose Breath can put foes to sleep.

Movement type: 4

Talent Slots: 1

Special: Mesmerize (level 10)

#### Level Up Bonuses

HP:

SP:

STR:

INT:

AGI:

Rashidi says:

#### Octopus

Description:

Movement type: 3/Trudging/Aquatic

Talent Slots: 1

Special: Strangling Tentacles (level 10)

#### Level Up Bonuses

HP: 6-9

SP: 1-2

STR: 6-7

INT: 2-3

AGI: 2-3

Rashidi says: While an Octopus is strong, it's far, far too slow. They make great water units, which only make them useless in 90% of the stages. The ability is improvement, but it's too expensive. On second thought, you'll probably acquire a fresh 25 SP just trying to get close enough to use it each time.

### G. Dragon Classes

#### Red Dragon

Description: A dragon with the fire element. Fire Dragons confuse enemies with their Fire Breath and have no equals in physical battle. Their STR and HP increase at an astounding rate.

Requirements: Fire Element

Movement type: 3/ Trudging/Wading

Talent Slots: 1

Special: Fire Breath

#### Level Up Bonuses

HP:

MP:

STR:

INT:

AGI:

#### Earth Dragon

Description: A dragon with the earth element. Earth Dragons poison enemies with their Poison Breath and have no equals in physical battle. Their STR and HP increase at an astounding rate.

Requirements: Earth Element  
Movement type: 3/Trudging/Wading  
Talent Slots: 1  
Special: Poison Breath  
Level Up Bonuses  
HP:  
MP:  
STR:  
INT:  
AGI:  
Rashidi says:

#### Thunder Dragon

Description: A dragon with the wind element. Thunder Dragons paralyze foes with their Thunder Breath and have no equals in physical battle. Their STR and HP increase at an astounding rate.

Requirements: Wind Element  
Movement type: 3/Trudging/Wading  
Talent Slots: 1  
Special: Thunder Breath  
Level Up Bonuses  
HP:  
MP:  
STR:  
INT:  
AGI:  
Rashidi says:

#### Blue Dragon

Description: Relying on the water element, Blue Dragons use their Cold Breath to put enemies to sleep. Their strength is unmatched and their HP increase at an astounding rate.

Requirements: Water Element  
Movement type: 3/Trudging/Wading  
Talent Slots: 1  
Special: Cold Breath  
Level Up Bonuses  
HP:  
SP:  
STR:  
INT:  
AGI:  
Rashidi says:

#### Mushu

Description:  
Requirements: L Alignment, 130 STR, 69 AGI  
Movement type:  
Talent Slots:  
Special:  
Level Up Bonuses  
HP:  
SP:  
STR:  
INT:  
AGI:  
Rashidi says:

#### Naga

Description:

Requirements: N Alignment, 130 STR, 69 AGI

Movement type:

Talent Slots: 0

Special:

Level Up Bonuses

HP:

MP:

STR:

INT:

AGI:

Rashidi says:

Vrtra

Description:

Requirements: C Alignment, 130 STR, 69 AGI

Movement type:

Talent Slots:

Special:

Level Up Bonuses

HP:

MP:

STR:

INT:

AGI:

Rashidi says:

## H. Netherworld Classes

Gremlin

Small flying demons with evil blood flowing through their veins.

Contrary to their appearance, they are friendly and playful, just like mischievous little kids.

Preferred Weapon: None

Movement type: 6/Fly/Float

Talent Slots: 3

Special: Cute Kiss (Bane), Fairy Kiss (Bane)

Level Up Bonuses

HP:

MP:

STR:

INT:

AGI:

Rashidi says:

Gorgon

A monster with a snake-like body and snakes protruding from its head.

Gorgons have the power to petrify enemies. Don't forget to equip a shield when facing them.

Preferred Weapon: None

Movement type:

Talent Slots: 1

Special: Evil Eyes

Level Up Bonuses

HP:

MP:

STR:

INT:

AGI:

Rashidi says:

## Daemon

Denizens of the Netherworld that can be summoned by wizards. Their evil spirited nature, rather than their grotesque appearance, causes aversion.

Preferred Weapon: Axe, Hammer

Movement type:

Talent Slots: 3

Special: Summon Darkness

Level Up Bonuses

HP:

MP:

STR:

INT:

AGI:

Rashidi says:

## I. Enemy Character Classes

### Bandit

Description: An outlaw that attacks ships and plunders treasure. Many pirates operate near Ovis because of the area's flourishing sea trade.

Preferred Weapon: Axe

Movement type: 5/Walking/Semiaquatic

Talent Slots: 0

Level Up Bonuses

HP:

MP:

STR:

INT:

AGI:

Rashidi says: The artist formerly known as the Berserker. Don't fret though, he's been toned down a lot. His biggest strength used to be his defense. Now his biggest weakness is his defense. Not much better than a Soldier really. Don't worry, you won't be fighting many of these after Chapter 1 (for the sake of the difficulty level).

### Duke Knight

Description: A knight that serves and defends the family of the Duke of Rananculus. Duke Knights are loyal retainers and well acquainted with both sword technique and spellcasting. They cannot be persuaded.

Movement type: 5/Walking/Wading

Preferred Weapon: Sword

Talent Slots: 3

Magic: All spells

Level Up Bonuses

HP:

MP:

STR:

INT:

AGI:

Rashidi says:

### Esquire

A servant of Naris Batraal, this knight is a master of the spear, which he proudly uses to salute his lord.

Movement type: 6/Walking/Wading

Preferred Weapon: Spear

Talent Slots: 3

Magic: Missile

Level Up Bonuses

HP:  
MP:  
STR:  
INT:  
AGI:

Rashidi says: Nichart is pretty good. He'll easily be the most difficult character you've had to face once you meet him.

Swordmaster (female)

Because of her rare talent with the sword, she has been educated in even the most coveted sword techniques. A swordswoman like her only comes along once in a generation.

Movement type: 6/Snow Walking/Wading

Preferred Weapon: Sword

Talent Slots: 2

Magic: Support

Special: Atropos

Level Up Bonuses

HP:  
MP:  
STR:  
INT:  
AGI:

Rashidi says: I never thought I'd see the day... looks like Sixx is gonna get some competition from the opposite sex now.

Venefic

A deceptive, two-faced sorcerer who only acts in his own best interest. He is an intelligent and powerful foe.

Movement type: 4/Trudging/Wading

Preferred Weapon: None

Talent Slots: 3

Magic: Area-Effect, Support

Level Up Bonuses

HP:  
MP:  
STR:  
INT:  
AGI:

Rashidi says:

Venefica

An intelligent and deceptive sorceress with a brazen attitude. It seems she only uses her power for her own gain.

Movement type: 4/Trudging/Wading

Preferred Weapon: None

Talent Slots: 3

Magic: Area-Effect, Support

Level Up Bonuses

HP:  
MP:  
STR:  
INT:  
AGI:

Rashidi says:

High Priest (evil)

A former disciple of Filarhh who still retains his High Priest abilities, he can cast attack and recovery spells of virtue. However, his spirit has been tainted by evil.

Movement type: 4/Trudging/Wading  
Preferred Weapon: Thrusting Sword  
Talent Slots: 3  
Magic: All virtue  
Level Up Bonuses  
HP:  
MP:  
STR:  
INT:  
AGI:  
Rashidi says:

??? (Unknown)

Once human, Rimmon was driven to the brink of insanity where he was possessed by an evil fiend, a demon that clashed with humans in ancient times over rule of the land.

Movement type: 3/Snow-Trudging/Wading  
Preferred Weapon: None  
Talent Slots: 0  
Level Up Bonuses  
HP:  
MP:  
STR:  
INT:  
AGI:

Rashidi says: Yeah, you guessed it. It's an Ogre. They finally made it to the TO format.

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## J. Special Character Classes

### High Priest

Description: High-ranking priests who have dedicated themselves absolutely to the teachings of the god Filarhh, from whom they receive protection. High Priests can use all spells of virtue, plus some recovery and attack spells.

Preferred Weapon: Thrusting Sword  
Movement type: 4/Trudging/Wading  
Talent Slots: 3  
Magic: All Virtue spells  
Level Up Bonuses  
HP: 5  
MP: 4  
STR: 6  
INT: 6  
AGI: 6

Rashidi says: Rictor is a bad ass. He's really a Paladin in disguise, so don't be surprised when you get flashbacks of Lans Hamilton in those beginning stages.

### Witch <3

Description: A Witch and THE Witch, Deneb, are totally different, as different as pumpkin and squash! Do you understand how different they are? Don't get confused!

Requirements:  
Preferred Weapon: None  
Movement type: 4/Trudging/Wading  
Talent Slots: 3  
Magic: Support, Summon

Special: Temptation

Level Up Bonuses

HP: 5

MP: 5-7

STR: 3

INT: 6-7

AGI: 5-7

Rashidi says: And once again, my love Deneb graces an Ogre Battle game with an appearance, her third time as a playable character (fourth, if you count OB64's tutorial as "playable"). Check the Special Character or Secrets section for info on how to obtain this beauty... err... class.

Sorceress

Description: Beautiful, solitary, and wise, a Sorceress is experienced in casting elemental and high level bane spells.

Preferred Weapon: Fan

Movement type:

Talent Slots: 3

Magic: Missile, Area-Effect, Summon

Level Up Bonuses

HP:

MP:

STR:

INT:

AGI:

Rashidi says: Cybil can use a large variety of magic. And kill you with it too.

Shaman

Description: One who can hear the voices of the spirits that dwell in nature. Shaman are born with the ability to use elemental and summon spells.

Requirements: MP 54, INT 70, Philosopher Stone, Euphaire only.

Preferred Weapon: None

Movement type: 4/Walking/Wading

Talent Slots: 3

Magic: Missile, Area-Effect, Summon

Special: Energy Transfer

Level Up Bonuses

HP: 4

MP: 6

STR: 5

INT: 6

AGI: 4

Rashidi says:

Summoner

Description: By meticulously researching spells, Summoners can call on the power of many entities, including spirits and demons. They can use all elemental and summons spells.

Requirements: MP 63, STR 100, INT 88, Elrik only, The Pen and the Sword emblem.

Movement type: 4/Walking/Wading

Preferred Weapon:

Talent Slots: 3

Magic: Summon, Support, Area-Effect, Missile

Special: Summon Golem

Level Up Bonuses

HP: 5-6

MP: 5

STR: 5

INT: 6

AGI: 5

Rashidi says:

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VI. Emblems

1. Blood Reign

Requirement: Kill 25 enemies

Effect: Decreases the Mental Gauge for all enemies within a 3-panel range

Tips on acquiring: Just have one character kill lots of guys. You'll be there before you know it.

2. Dragon's Scale

Requirement: Kill 5 Dragons

Effect: Required for the Dragoon class, 50% penalty when persuading Beasts

Tips on acquiring: Try to have the same character kill off all the dragons you fight in story battles, and hunting for dragons in random encounters wouldn't hurt either.

3. Animal Hunter

Requirement: Kill 5 Beasts

Effect: 50% penalty when persuading Beasts

Tips on acquiring: Kill lots of Beasts

4. Exorcist

Requirement: Exorcise 5 Undeads

Effect: Decreases the Mental Gauge for all Undead within a 3-panel range

Tips on acquiring: Try to have the same character kill off all the undead characters you face.

5. The Pen and the Sword

Requirement: Kill 4 enemies with physical attacks, and kill 4 enemies with spells/specials.

Effect: Required for the Warlock class.

Tips on acquiring: Make sure your class is any physical class that can cast attack magic. Ninjas, Dragon Tamers, and Valkyries will have the easiest time. Knights can do it if you give them Lightning Bow.

6. Gibe of the Fallen Angel

Requirement: Kill 3 enemies with physical attacks as a Cleric or Priest.

Effect: Alignment leans toward C by one level.

Tips on acquiring:

7. Lancer

Requirement: Damage 2 characters at the same time with a piercing attack.

Effect: Required for the Valkyrie class

Tips on acquiring: Equip a spear on a character, and line 2 other characters up in training. That's the easiest way.

8. Philosopher's Stone

Requirement: kill 2 enemies at the same time with a spell/special.

Effect: Required for the siren class

Tips on acquiring: Once you can cast area-effect spells, go to training and set it up so you're guaranteed to kill 2 people with the spell.

#### 9. Self Preservation

Requirement: Kill an enemy with a counterattack.

Effect: Increases counterattack damage.

Tips on acquiring: Do this in training. When your characters get low HP, just attack your other characters.

#### 10. Berserk

Requirement: Kill an enemy at full HP with one weapon attack. An Instant-Kill also applies here.

Effect: Lengthens the period of Biorhythm.

Tips on acquiring: After acquiring Centurion, Alphonse w/Matsukaze walked up to a Fairy and killed her in one blow. I suggest you do the same.

#### 11. Arbitration

Requirement: Persuade 5 enemies.

Effect: 30% bonus when persuading.

Tips on acquiring: Persuade enemies whenever they are at critical. Bring the enemies' HP down to critical to improve your chances. Best done in random encounters, as the war trophies are worse than story battle trophies.

#### 12. Vixen's Whisper (female characters only)

Requirement: Persuade a male character

Effect: Required for the Witch class

Tips on acquiring: Just persuade any male character in a story or random battle. Bring the enemies' HP down to critical to improve your chances.

#### 13. Broken Heart (male characters only)

Requirement: Fail to persuade female enemies 10 times

Effect: Decreases average Biorhythm

Tips on acquiring: Attempt to persuade when females are at full health. You don't really want this emblem though.

#### 14. War God

Requirement: Deal 200+ damage with a physical attack.

Effect: STR+30, INT-30

Tips on acquiring: Cast Molten Blade on your candidate. Make him attack a Fairy of opposite element where you have a terrain advantage. I did this at level 12 (I also got Berserk in tandem with this one).

#### 15. Knight's Certificate

Requirements: Perform 15 physical non-back, non-ranged attacks.

Effect: Required for the Knight class

Tips on acquiring: Just attack a lot. You'll get it eventually.

#### 16. Book of Initiation

Requirement: Block or Evade 3 physical attacks in a row

Effect: Required for the Sword Master class

Tips on acquiring: Make a slow character like an Octopus attack character from the front. It'll happen eventually.

#### 17. Miracle

Requirement: dodge an attack with 5% HP or less remaining

Effect: Increases critical hit rate, negates Bogus Hero Emblem

Tips on acquiring: To be safe, do this in training. If you attack with

a slow and weak character (like a level 1 soldier if you're attacking a level 5 ninja), chances are the character wont die even if he does get hit, so you can just try again.

#### 18. Sniper

Requirement: Successful attack with a Bow/Crossbow 5 times in a row.

Effect: AGI+10

Tips on acquiring: Do this in training for an easy AGI boost.

#### 19. Fist Fight

Requirement: Kill an enemy without using any equipment.

Effect: Unarmed damage increased.

Tips on acquiring: Do this in training. While you might be wondering why you'd want this emblem, it's good for Archers and other characters with Bows. They actually become similar to what they were in TO.

Combine that with Self Preservation and all of a sudden an Archer is deadly attacking and defending.

#### 20. Heavenly Spirit

Requirement: Perform a healing spell/special 20 times.

Effect: Required for the Priest class.

Tips on acquiring: If a character spends time as a Cleric or Knight, they'll probably walk away with this emblem.

#### 21. Don Quixote

Requirement: Receive 66% of Max HP damage from a counterattack.

Effect: INT-10.

Tips on acquiring: Since you can see how much damage you'll take from a counterattack, I pity the person who actually gets this emblem.

Physically attack as a Wizard or other magical character and you'll get this in no time.

#### 22. Embodiment of Desire

Requirement: Find buried treasure 5 times.

Effect: Increase buried treasure rank by 1.

Tips on acquiring: Have this character pick up War Trophies for 2-3 stages.

#### 23. Archangel's Feather

Requirement: Be resurrected via Resurrection spell or Altar of Resurrection.

Effect: Required for the Angel Knight class.

Tips on acquiring: Die in battle on purpose (the enemy sucks to much for you to die as part of battle). Revive with Altar of Resurrection. Wow.

#### 24. The Cycle of Life

Requirement: receive the bad ending

Effect: undead within 3 spaces increase in power

Tips on acquiring:

#### 25. Mark of the Elite

Requirement: win a battle with 2 or less characters

Effect: receive an automatic level up

Tips on acquiring: Fight a random encounter with few dangerous enemies. Pick 2 characters that complement each other well (I chose Alphonse as a Ninja with Crag Crush for hit and run, and Deneb when she could cast area-effect Temptation).

#### 26. Centurion

Requirement: have one character kill all enemies on screen

Effect: STR+20

Tips on acquiring: Actually, you should get this in tandem with Mark of the Elite and kill 2 birds with one stone. Another way to get this is to fight a battle against only the undead. Have the same character cast Exorcism for the entire battle. Since they are the only unit to have actually "killed" somebody, they will pick up the Centurion emblem in the process.

#### 27. Charisma

Requirement: Have 350 STR, INT, or AGI

Effect: Increases the Mental Gauge of your characters within a 3-panel range.

Tips on acquiring: Play the game for a long time. Get to a high level. Choose a class that gets a high level bonus in one of these categories.

#### 28. Bullpen Ace

Requirement: kill 20 characters in training

Effect: Increases training damage by 25%

Tips on acquiring: Train a lot. Kill a lot.

#### 29. Bogus Hero

Requirement: Gain 20 levels in training.

Effect: Cannot perform critical hits, canceled out by Miracle.

Tips on acquiring: Train a lot. I don't recommend trying to get this one.

#### 30. Lucky Soldier

Requirement: go through a VS battle without taking damage

Effect: luck increased

Tips on acquiring:

#### 31. Mark of Valor

Requirement: receive a good ending

Effect: Decreases amplitude of biorhythm

Tips on acquiring:

#### 32. Veteran Soldier

Requirement: win a linked battle

Effect: STR+15, INT+15, INT+15

Tips on acquiring:

#### 33. Relix's Emblem (Males only)

Requirement: Experience all Male classes.

Effect: Mental Gauge permanently becomes +2

Tips on acquiring:

#### 34. Ripple's Emblem (Females only)

Requirement: Experience all Female classes.

Effect: Mental Gauge permanently becomes +2

Tips on acquiring:

#### 35. Grozz Nuy's Emblem (Dragons only)

Requirement: Experience all Dragon classes.

Effect: Mental Gauge permanently becomes +2

Tips on acquiring:

#### A. Headgear

##### Bandanna

Cloth headwrap.

PHYS DEF 3, Spell DEF 2. INT+5, PHYS RES+1.

Goth: 220

##### Candy Helm

Sweet Helm of hardened honey. Not for those on a diet!

Phys Def 21, Spell Def 2. PHYS RES+7

Goth: 2200

##### Dragon Helm

Helmet crafted from the skull of a dragon. Repels Dragon Breath and transforms wearer into a dragon. Phys Def 30, Spell Def 5. PHYS RES+10.

Goth: 1440

##### Goblin Helm

Helmet worn by a legendary sword master who defeated 100 foes. (Bane)

Phys Def 21. PHYS RES+7, STR+20, AGI+5, Virtue RES+5

Goth:

##### Leather Hat

Common tanned leather hat.

Phys Def 6, Spell Def 2. PHYS RES+2

Goth: 180

##### Iron Helm

Iron Helmet that leaves portions of the head unprotected.

Phys Def 30, Spell Def 2. PHYS RES+10.

Goth: 800

##### Plumed Headband

Lucky plumed headband.

AGI+5, PHYS RES+2, Bane RES+4. PHYS DEF 6, Spell DEF 5

Goth: 480

##### Pointy Hat

Wide-brimmed, conical hat. Phys Def 6, Spell Def 10. INT+5. PHYS RES+2

Goth: 1440

##### Sherwood Hat

Hat adorned with a branch from Sherwood Forest. 1 of 4 Enchanted Hunting Wares. Improves attentiveness.

Phys Def 6, Spell Def 5. AGI+5, PHYS RES+2

Goth: 1440

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#### B. Weapons

##### (Swords)

##### Short Sword

One-handed weapon. Power 30. Good sword for beginners.

Goth: 360

##### Long Sword

One-handed weapon. Power 40. A large hacking sword.

Goth: 700

#### Claymore

A large, two-handed sword with a V-shaped hilt. Power 48. A ring is attached to the hilt.

Goth: 1200

#### Ice Blade

One-handed frozen sword (Water). Power 52. Fire RES+5

Goth: 1440

#### Sum Mannus

One-handed lightning sword. (Wind) PWR 52. Earth RES+5.

Goth: 1440

#### Firedrake Sword

One-handed flaming sword (Fire). Power 56. Water RES+5.

Goth: 1440

#### Fafnir

One-handed weapon. Power 58. Attack power up VS dragons. Used by Sigurd to defeat the dragon Fafnir

Goth: 1600

#### Notos

Two-handed WPN. PWR 62. Double-edged sword of Notos, god of the South Wind. 1 of 4 Relics of Wind. Earth RES+5.

Goth: 3120

#### (Thrusting Swords)

##### Rapier

One-handed weapon. Power 35. Slender, flexible sword designed to pierce armor joints.

Goth: 420

##### Estoc

One-handed weapon. Power 40. Slender thrusting sword with a knuckle guard on the hilt to protect user's hand.

Goth: 640

##### Dragon Gem Sword

One-handed weapon. Power 48. Dragon Handling effect. Sword with jeweled hilt adorned with a dragon's gem. Enables communication with dragons.

Goth: 880

##### Inca Rose

One-handed weapon (Fire). Power 52. Water RES+5. Thrusting sword known as the 'Rose of the Desert'.

Goth:

##### Needle of Light

One-handed weapon (Virtue). Power 60. Bane RES+5. Thrusting sword that draws on sacred energy and light.

Goth: 1440

#### (Katanas)

##### Matsukaze

Two-handed weapon (Wind). Power 52. AGI+4, Earth RES+5. Far Eastern katana that produces blades of wind.

Goth: 1440

#### Yu-Giri

Two-handed weapon (Water). Power 52, AGI+4, Fire RES+5. Far Eastern katana that gleams with dew.

Goth: 1440

#### Kagari-bi

Two-handed weapon (Fire). Power 52. AGI+4, Water RES+5. Far Eastern katana that glows with searing flames.

Goth: 1440

#### Yumogi-u

Two-handed weapon (Earth). Power 52. AGI+4, Wind RES+5. Far Eastern katana that intensifies the user's power.

Goth: 1440

#### (Axes)

Francisca: One-handed Weapon. Power 40. Small, light axe

Goth: 460

#### (Hammers)

Halt Hammer

One-handed weapon. Power 40. Stone-crushing hammer.

Goth: 720

#### Flame Flail

Two-handed chain flail. PWR 60. Emits heat/light. Water RES+5.

Goth:

#### (Spears)

Pike

Two-handed weapon. Piercing. Power 42. Metal spear with high attack power despite its slenderness.

Goth: 760

#### Trident

Two-handed weapon. Power 55. Spear with 3-pronged tip. Piercing.

AGI+3.

Goth: 1100

#### Volcaetus

Goth:

#### Osric's Spear

Two-handed piercing WPN (Water). PWR 66. King Zamora's Ice spear.

Goth: 1620

#### Earth Javelin

Two-handed piercing WPN (Earth). Power 68. Wind RES+5. Spear that draws power from the Earth.

Goth: 1620

#### (Whips)

Leather Whip

Two-handed weapon. Power 45. Range 2. Leather whip.

Goth: 780

#### Beast Whip

Two-handed weapon. Power 52. Beast Handling effect. Range 2. Whip that allows communication with beasts.

Goth: 1440

(Bow)

Short Bow

One-handed weapon for missile attack. Range 5, Power 20. Wooden bow. Not very powerful, but lightweight.

Goth: 480

Great Bow

Two-handed missile weapon. RNG 5, PWR 35. Yak horn bow.

Goth: 500

Thunder Bow

Two-handed weapon for missile attack (Wind). RNG 6, PWR 50. Bow of Thor, god of thunder. Earth RES+5.

Goth: 1440

Flame Bow

Two-handed missile weapon (Fire) Range 6, Power 52. Arrows so fast that they burst into flame. Water RES+5.

Goth: 1440

Tundra Bow

Two-handed missile weapon.

(Water) Range 6, Power 54. Bow found in a pillar of ice. Freezes foes instantly. FIRE RES+5

Goth: 1440

Sherwood Bow

Two-handed missile weapon. RNG 7, PWR 54. Mysterious bow that masks the Bowman's presence, leaving targets offguard. 1 of 4 Enchanted Hunting Wares. PWR up VS beasts & dragons.

Goth: 2850

(Crossbow)

Bow Gun

One-handed weapon for missile attack. Range 6, Power 30. Short-range, accurate wooden bow. AGI+1

Goth: 540

Composite Bow

Two-handed weapon for missile attack. Range 7, Power 44.

Composite bow reinforced by flexible metal. AGI+1

Goth: 1280

(Staff)

Scipplay's Staff

One-handed weapon. Power 20. INT+10. Staff made from wood of the Scipplay Cypress.

Goth: 270

Wind Wand

One-handed weapon (Wind). Power 24. Magic staff, used by mischievous fairies. INT+19, Earth RES+5. Thunder Flare effect. Fixed chance of breaking.

Goth: 1200

Fire Wand

One-handed weapon (Fire). PWR 26. INT+17, Water RES+5. Magical staff that Firebird, the spirit of fire, is sealed in. Firestorm effect.

Fixed chance of breaking.

Goth: 1200

Ice Wand

One-handed weapon (Water). PWR 20, INT+20, Fire RES+5. Magic staff that Ice King Horribus is sealed in. Ice field effect. Fixed chance of breaking.

Goth: 1200

Earth Wand

One-handed weapon (Earth), PWR 26, INT+18, Wind RES+5. Staff that draws on the spiritual power of the Earth. Crag Crush effect. Fixed chance of breaking.

Goth: 1200

(Fans)

Battle Fan

One-handed weapon. Power 44. Iron-plated fan.

Goth: 320

Hycanith Fan

One-handed weapon. (Wind) Power 52. Earth RES+5. Translucent hycanith metal fan that shines gold in sunshine.

Goth: 1000

Caldia

One-handed weapon (Virtue). Power 52. AGI+8. Bane RES+5. Charm effect. Protection from Charm. Heart-shaped fan used by dancing maidens to worship the goddess of beauty.

Goth: 1200

Gypsy Queen

Caldia that has been tainted with evil (Bane). One-handed. Power 52. Confusion effect. AGI+4, Virtue RES+5. Bane RES-2.

Goth: 1440

(Shields)

Tower Shield: One-handed rectangular shield. PHYS DEF 15, SPELL DEF 5. High defensive power, but slows movement. PHYS RES+10.

Goth: 650

Ice Shield

One-handed shield of the frost giant, Firbolg (Water). PHYS DEF 20, Spell DEF 10. PHYS RES+25, Fire RES+20.

Goth: 2500

Chocolate Shield

One-handed shield made from sugar and cocoa beans. PHYS DEF 10, Spell DEF 5. PHYS RES+15. Careful those of you with a sweet tooth!

Goth: 2200

Dragon Shield

One-handed shield of layered dragon scales. PHYS RES+20. Phys Def 20, Spell Def 5. DEF up VS Dragons. When equipped, user is transformed into a dragon.

Goth: 2500

Earth Shield

One-handed shield of Dryad, the forest nymph (Earth). Phys Def 20, Spell Def 10. PHYS RES+25, Wind RES+20.

Goth: 2500

#### Saint's Shield

One-handed shield protected by Oberon (Virtue). 1 of 4 Divine Armaments. Phys Def 20, Spell Def 15. PHYS RES+25, Bane RES+20.

Goth: 2500

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#### D. Body Armor

##### Brigandine

Armor made of leather and plate, but lighter than plate. Phys Def 30, Spell Def 10. AGI+5, PHYS RES+10

Goth:

##### Candy Armor

Delectable armor made from hardened sugar. PHYS RES+10. Don't be tempted by its sweet pleasures!

Goth: 2200

##### Chain Mail

Armor made of woven chain links and reinforced with iron plates. PHYS DEF 18, Spell DEF 5. PHYS RES+6

Goth: 550

##### Cloak of Authority

Cloak designed to resist the effects of the elements.

Phys Def 15, Spell Def 30. PHYS RES+5, Wind RES+5, Fire RES+5, Earth RES+5, Water RES+5.

Goth: 2460

##### Earth Garb

Robe with the power of the earth (Earth). INT+5, PHYS RES+5, Wind RES+10. Phys Def 15, Spell Def 20.

Goth: 2460

##### Earth Leather

Enchanted hard leather bearing the emblem of earth (Earth). Phys Def 18, Spell Def 10, Phys RES+6, Wind RES+10

Goth: 1440

##### Flame Leather

Enchanted hard leather armor bearing the mark of fire (Fire). PHYS DEF 18, Spell DEF 10. PHYS RES+6, Water RES+10.

Goth: 1440

##### Fur Coat

Expensive coat made from animal pelts. PHYS DEF 15, Spell DEF 5. INT+5, PHYS RES+5.

Goth: 4800

##### Grincer Coat

Camouflage cloak dyed in the colors of the forest. 1 of 4 Enchanted Hunting Wares. DEF up VS beasts. PHYS DEF 18, Spell DEF 5. PHYS RES+6, Earth RES+2.

Goth: 3200

##### Hard Leather

Animal Hide. PHYS DEF 9, Spell DEF 5. PHYS RES+3

Goth: 540

#### Heavy Armor

Heavy plate armor reinforced with additional plates. Phys Def 39,  
Spell Def 10.

Goth:

#### Ice Chain

Enchanted chain mail that uses the strength of ice (Water). PHYS DEF  
18, Spell DEF 10. PHYS RES+6, Fire RES+10

Goth: 1440

#### Leviathan Mail

Armor modeled after Leviathan, an enormous creature of the Oberro Sea  
(Water) PHYS DEF 39, Spell DEF 15. PHYS RES+13, Fire RES+15.

Goth: 2460

#### Peregrine Mail

Armor made of the feathers of the eagle Hraesvelg. Phys Def 39, Spell  
Def 15. PHYS RES+13, Earth RES+15

Goth: 2460

#### Phoenix Mail

Armor hewn from the legendary Phoenix (Fire). Phys Def 39, Spell Def  
15. PHYS RES+13, Water RES+15.

Goth: 2460

#### Plate Mail

Upper-body armor composed of iron plates.  
Phys Def 30, Spell Def 10. PHYS RES+10

Goth: 1960

#### Robe

Light robe. Not very durable. PHYS DEF 3, Spell DEF 10. PHYS RES+1

Goth: 320

#### Robe of Abyss

Robe of vast darkness (Bane). Phys Def 15, Spell Def 20. INT+10, Phys  
RES+5, Virtue RES+10, Bane RES-5.

Goth: 2460

#### Robe of the Wise

Cloak that enhances spell PWR with its interwoven crystals. PHYS DEF  
18, Spell DEF 25. INT+5, PHYS RES+6.

Goth: 2460

#### Saint's Garb

Blessed clothing tailored by disciples of light (Virtue). Phys Def 18,  
Spell Def 10. PHYS RES+6, Bane RES+10.

Goth: 2460

#### Spell Robe

Heavy cloak woven with metal fibers. Enhances spell PWR. PHYS DEF 12,  
Spell DEF 15. INT+5, PHYS RES+4.

Goth: 2460

#### Thunder Chain

Enchanted chain mail with the power of lightning (Wind). PHYS DEF 18,  
Spell DEF 10. PHYS RES+6, Earth RES+10.

Goth: 1440

#### Water Garb

Garment worn by priests of Titania, queen of the fairies. Protected by the spirit of water (Water). INT+5, PHYS RES+5, Fire RES+10. Phys Def 15, Spell Def 20.

Goth: 2460

#### D. Boots

##### Greasy Boots

Boots known as 'black beetle feet' Enable water walking.

Phys Def 9, Spell Def 2. AGI+4, PHYS RES+3

Goth: 850

##### Snow Boots

Leather-soled boots that prevent slipping on ice. Phys Def 9, Spell Def 2. AGI+4, PHYS RES+3.

Goth: 850

##### Warp Shoes

Shoes crafted by mischievous fairies, Allow movment between dimensions.

AGI+4, RES+3. Phys Def 9, Spell Def 2.

Goth: 850

##### Forest Boots

Silent walking boots. 1 of 4 Enchanted Hunting Wares. Phys Def 9, Spell Def 2. AGI+4, PHYS RES+3.

Goth: 850

#### E. Accessories

##### Amulet

Necklace known as the 'Eye of the Basilisk'. Prevents petrification.

Spell Def 20. INT+7.

Goth: 1440

##### Armllet of Agility

Bracelet that grants heroic speed.

Spell Def 10. AGI+10

Goth: 2800

##### Armllet of Wisdom

Bracelet that enlightens its wearer

Spell Def 10. INT+15

Goth: 2800

##### Cassowary Feather

Feather of extinct Cassowary.

Beast Handling effect. Spell DEF 10.

Goth: 1440

##### Dragon Eyes

Gem ring resembling dragon eyes.

Prevents abnormal statuses. Wearer transforms into a dragon. Spell DEF 15. INT+8.

Goth: 3600

##### Dragon Gem

Orb created by the ancient Drakonites. Used to communicate with dragons.

Dragon Handling effect. Spell DEF 10.

Goth: 1440

#### Glass Pumpkin

The witch Deneb's lucky magic pumpkin. Rumor has it that oneshop in particular will buy it for a good price, and...

PHYS RES+5, WIND RES+5, Fire RES+5, PHYS DEF 15, Spell DEF 15. Earth RES+5, Water RES+5, Virtue RES+5, Bane RES+5

Goth: 4000

#### Necklace of Resist

Far Eastern pearl necklace said to resist spell effects.

(Virtue) INT+10, Bane RES+5

Goth: 80

#### Pearl Necklace

Rare lavender pearl necklace that gleams softly.

(Water) Prevents abnormal statuses, Spell Def 20. FIRE RES+10

Goth: N/A

#### Ring of the Dead

Ring granting immortality. (Bane) Spell Def 10. INT+8.

Goth: 80

#### Sacred Ring

Healing ring blessed by the Archangel Eustus (Virtue). Healing effect.

Spell Def 10. INT+8, Bane RES+5.

Goth: 800

#### Sacred Stone of Bliss

Expendable. Sacred gem that retrieves the wearer's soul upon death.

(Virtue). Recover full HP. PHYS DEF 5.

Goth: 6400

#### Sacrificial Doll

Expendable that can be equipped to prevent Instant Death.

Goth: 1200

#### Warp Ring

Ring made by mischievous fairies that enables movement between dimensions. INT+3, AGI+4.

Goth: 2800

#### Water Ring

Water crystal ring

(Water). Spell DEF 10. INT+4, AGI+4, Fire RES+5.

Ice Field effect. Fixed chance of breaking.

Goth: 800

#### F. Expendables

##### Healing Leaf

Curative herb leaf.

Restores 50 HP to a character.

Goth: 150

##### Magic Leaf

Curative herb leaf.

Restores 25 MP to a character.

Goth: 150

#### Revive Stone

Chimera tall/dragon fang pill.

Cures Petrification.

Goth: 500

Antidote

Medicinal herbs used to cure poison status.

Goth: 500

Altar of Resurrection

Ancient altar for resurrecting the dead.

Goth: 2200

Transferring Stone

Gem that allows the user to exit a battle.

Goth:

Healing Seed

Curative herb seed.

Restores 100 HP to a character.

Goth: 300

Magic Seed

Curative herb seed.

Restores 50 MP to a character.

Goth: 300

Cup of Life

Cup that increases the max HP of the user.

Goth: 1000

Stone of Swiftnes

Magic stone that promotes speed and raises AGI.

Goth: 1000

Sword Emblem

Emblem that compels owner's spirit and raises STR.

Goth: 1000

Crown of Intellect

Crown that touches the soul and raises user's INT.

Goth: 1000

Sorcerer's Cup

Cup that increases the max MP of the user.

Goth: 1000

Savage Bugle

Bugle of barbaric Gallaba Tribe. Summons storm.

Goth: 1000

Orb

Crystal orb containing the formidable power of the elements.

Goth: 2200

Mirror of the Gods

Mirror that reflects user's element on the target.

Goth: 1000

Urn of Chaos

Causes pandemonium and lowers user's alignment.

Goth: 1000

Tome of Discipline

Lawful scroll that raises alignment of its reader.

Goth: 1000

Coral Harp

Harp of Basque, god of the sea. For calming a storm.

Goth: 1000

Angel Fruit

Fruit of Archangel Mizar. Restores full HP and MP.

Goth: 1000

Wisdom Fruit

Wiseman's fruit. Restores 100HP and 100 MP

Goth: 1000

Healing Essence

Herb extract that restores full HP to a character.

Goth:

Healing Salve

Curative herb salve. Restores 150 HP to a character.

Goth: 400

Magic Salve

Curative herb salve. Restores 100 MP to a character.

Goth: 400

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## VIII. Magic

### A. Wind Magic

Air Blade

Type, MP, RNG, AOE: Missile, 6, 7, 1

Spinning ring of wind.

Goth: 400

Harnella's Infulence

Type, MP, RNG, AOE: Global Support, 10, -, -

Strengthen's wind, weakens earth.

Goth: 400

Thunder Flare

Type, MP, RNG, AOE: Area-Effect, 12, 6, 1-5

Lightning strikes to damage foes. AOE increases with user's INT.

Goth: 800

Summon Tempest

Type, MP, RNG, AOE: Global Support, 15, -, -

Summons storm.

Goth: 600

Haste

Type, MP, RNG, AOE: Support, 20, 7, 1

Temporary. Increases speed and allows movement beyond normal range.

Goth: 1000

### Teleport

Type, MP, RNG, AOE: Support, 25, 1, 1

Teleports ally.

Goth: 1250

### Thunderbird

Type, MP, RNG, AOE: Summon, 35, 5, 13.

Summons Thunderbird, the spirit of lightning. Number of summons depends on user's INT.

Goth: 2500

### B. Fire Magic

#### Fireball

Type, MP, RNG, AOE: Missile, 6, 7, 1

Fireball that damages a foe, burns fields, and melts snow.

Goth: 400

#### Ray of Paralysis

Type, MP, RNG, AOE: Support, 15, 7, 1-5

Paralyzing ray. AOE broadens as user's INT goes up.

Goth: 800

#### Zoshonel's Infulence

Type, MP, RNG, AOE: Global Support, 10, -, -

Strengthens fire, weakens water.

Goth: 400

#### Firestorm

Type, MP, RNG, AOE: Area-Effect, 12, 6, 1-5

Pillars of fire that damage foes, burn fields, melt snow. AOE broadens with INT.

Goth: 800

#### Clear Sky

Type, MP, RNG, AOE: Global Support, 15, -, -

Drives away wind and rain.

Goth: 600

#### Molten Blade

Type, MP, RNG, AOE: Support, 20, 7, 1

Temporarily strengthens ally's weapon.

Goth: 600

#### Salamander

Type, MP, RNG, AOE: Summon, 35, 5, 13

Summons Salamander, spirit of fire. Number of summons depends on user's INT.

Goth: 2500

### C. Earth Magic

#### Acid Vapor

Type, MP, RNG, AOE: Missile, 6, 7, 1

Vapor that corrodes target.

Goth: 400

#### Berthe's Infulence

Type, MP, RNG, AOE: Global Support, 10, -, -

Strengthens earth, weakens wind.

Goth: 400

### Crag Crush

Type, MP, RNG, AOE: Area-Effect, 12, 6, 1-5

Damages foes with falling boulder. AOE broadens as user's INT goes up.

Goth: 800

### Constrain

Type, MP, RNG, AOE: Support, 20, 7, 1-5

Temporarily lowers speed and restricts movement by changing target's movement type.

Goth: 800

### Hurdle Wall

Type, MP, RNG, AOE: Support, 20, 7, 1

Moves ally to adjacent panel regardless of elevation.

Goth: 800

### Gnome

Type, MP, RNG, AOE: Summon, 35, 5, 13, Power 55

Summons Gnome, the spirit of earth. Number of summons depends on user's INT.

Goth: 2500

### Petrifying Cloud

Type, MP, RNG, AOE: Support, 25, 7, 1-5, Power 0

Petrifying gas creeps from the earth, turning foes to stone. AOE broadens as user's INT goes up.

Goth: 4000

### D. Water Magic

#### Ice Javelin

Type, MP, RNG, AOE: Missile, 6, 7, 1

Piercing ice spear.

Goth: 400

### Slumber Mist

Type, MP, RNG, AOE: Support, 20, 7, 1-5

Foes are lured into sleep by a chilling breeze. AOE broadens as user's INT goes up.

Goth: 800

### Grueza's Influence

Type, MP, RNG, AOE: Global Support, 10, -, -

Strengthens water, weakens fire.

Goth: 400

### Purify

Type, MP, RNG, AOE: Support, 10, 7, 1

Recovers target from abnormal status (paralysis, sleep, charm, confusion, poison).

Goth: 600

### Ice Field

Type, MP, RNG, AOE: Area-Effect, 12, 6, 1-5

Damages foes by freezing the air. AOE broadens as user's INT goes up.

Goth: 800

### Poison Squall

Type, MP, RNG, AOE: Support, 20, 6, 1-5

Saturates the air with toxic elements, damaging and poisoning foes.

AOE broadens as user's INT goes up.

Goth: 600

Fenrir

Type, MP, RNG, AOE: Summon, 35, 5, 13, Power 55

Summons Fenrir, the spirit of ice. Number of summons depends on user's INT.

Goth: 2500

E. Virtue Magic

Heal

Type, MP, RNG, AOE: Support, 8, 7, 1, Power 25

Recovers HP (not undead).

Goth: 400

Lightning Bow

Type, MP, RNG, AOE: Missile, 6, 7, 1, Power 35

Bolt of electrical energy.

Goth: 500

Cleanse

Type, MP, RNG, AOE: Support, 10, 7, 1, Power 0

Recover from abnormal status (stone, paralysis, asleep, charm, confusion).

Goth: 1000

Faith

Type, MP, RNG, AOE: Global Support, 15, -, -, Power 0

Hearts are purified by God's grace and the undead that are about to revive are banished.

Goth: 400

Tranquilize

Type, MP, RNG, AOE: Global Support, 15, -, -, Power 0

Negates support/fear effects.

Goth: 600

Heal Plus

Type, MP, RNG, AOE: Area-Effect, 12, 6, 1-5, Power 35

Multiple characters recover HP (not undead). AOE broadens as user's INT goes up.

Goth: 1000

Exorcism

Type, MP, RNG, AOE: Area-Effect, 25, 5, 1-5, Power 0

Banishes undead (can't resurrect). Spell does not affect undead that are reviving. AOE broadens as user's INT increases

Goth: 1250

Full Heal

Type, MP, RNG, AOE: Support, 18, 1, 1, Power 0

Recovers target's HP fully (not undead).

Goth: 1250

Divine Radiance

Type, MP, RNG, AOE: Effect, 30, 7, 1, Power 0

Delivers massive damage.

Goth: 1750

Resurrection

Type, MP, RNG, AOE: Support, 25, -, -, Power 0

The soul is returned by prayer.

Goth: 9000

Ignis Fatuus

Type, MP, RNG, AOE: Summon, 35, 5, 13, Power 55

Summons Ignis Fatuus, the spirit of light. Number of summons depends on user's INT.

Goth: 2500

F. Bane Magic

Nightmare

Type, MP, RNG, AOE: Area-Effect, 8, 7, 1. Power 20

Foe drifts into unconsciousness and suffers from malignant visions.

Goth: 500

Cursed Existence

Type, MP, RNG, AOE: Global Support, 15, -, -

The undead are immediately resurrected by the evil god, Asmodee.

Goth: 400

Brain Sap

Type, MP, RNG, AOE: Area-Effect, 15, 4, 1

Absorbs MP.

Goth: 800

Enfeeble

Type, MP, RNG, AOE: Area-Effect, 15, 4, 1. Power 0

Absorbs HP

Goth:

Fluid Magic

Type, MP, RNG, AOE: Support, 8, 7, 1

Transfers MP to ally.

Goth:

Constrain

Type, MP, RNG, AOE:

Goth:

G. Special Techniques

Atropos

Type, MP, RNG, AOE: Direct attack, Forfeit HP, 1, 1, Power 60

Special sword technique (sword/katana/axe) in exchange for HP.

Acquired: Defeat Margret.

Banish

Type, MP, RNG, AOE: Area-Effect (Virtue), 25, 7, 1-5, Power 35

Sacred prayer that damages foes mentally and banishes the unnatural.

AOE broadens as user's INT goes up.

Barren Soul

Type, MP, RNG, AOE: Direct attack (All Elements), 25, 1, 1

Attacks with a sword that has materialized from the element opposite of your foe's.

Class/level required: Warlock/1

Cheer

Type, MP, RNG, AOE: Effect (Wind), 22, 5, 1

Listeners are temporarily uplifted by this lively, booming voice.

Class/level required: Mermaid/15

#### Cold Breath

Type, MP, RNG, AOE: Breath Attack (Water), 20, 1, 1-4, Power 55  
Damages foes with breath of cold. Fixed chance of Asleep. AOE  
broadens as user's INT goes up.

Class/level required: Blue Dragon/1

#### Energy Transfer

Type, MP, RNG, AOE: Effect (Bane), 0, 7, 1. Power 0  
Recover MP in exchange for HP.

Class/Level required: Shaman/1

#### Fairy's Embrace

Type, MP, RNG, AOE: Effect (Virtue), 25, 1, 1

Allows second turn. Recovers HP with the healing power of a fairy.

Class/Level required: Fairy/15

#### Fairy's Kiss

Type, MP, RNG, AOE: Effect (Virtue), 15, 1, 1

Cures abnormal statuses. Recovers HP with the healing power of a  
fairy.

Class/Level required: Fairy/10

#### Fascination

Type, MP, RNG, AOE: Area-Effect (Bane), 15, 7, 1-5

Charms enemies with a little flirtatious batting of the eye lashes so  
that they join your troops. AOE broadens as user's INT goes up.

Class/Level required: Witch/1

#### Fire Breath

Type, MP, RNG, AOE: Breath Attack (Fire), 20, 1, 1-4, Power 55

Damages foes with breath of fire. Fixed chance of Confusion. AOE  
broadens as INTO goes up.

Class/level required: Red Dragon/1

#### Lullaby

Type, MP, RNG, AOE: Area-Effect (Wind), 15, 6, 1-5

Listeners will be lulled to sleep by this peaceful melody. AOE  
broadens as user's INT goes up.

Class/level required: Mermaid/10

#### Magic Barrage

Type, MP, RNG, AOE: Attack (Virtue), HP loss, 7, 5

Fairy sisters' combo. Sacred light damages foes and banishes undead  
(fairies take damage)

Class/level required: Glycinia and Lubina in adjacent panels.

#### Magic Missile

Type, MP, RNG, AOE: Missile (Virtue), 15, 7, 1 Power 45

Sacred pellet.

Class/level required: Fairy/20

#### Mesmerize

Type, MP, RNG, AOE: Breath Attack (Fire) 20, -, 1-4. Power 55.

Damages foes with dark fire. Fixed chance of Asleep. AOE broadens as  
INT goes up.

Class/level required: Cerberus/10

#### Pelting Fury

Type, MP, RNG, AOE: Missile, 0, 7, 1

Hurls a stone at the enemy.

Class/Level required: Swordmaster/1

#### Petrifying Breath

Type, MP, RNG, AOE: Breath Attack (Earth) 25, -, 1-4. Power 55.

Damages foes with petrifying breath. AOE broadens as user's INT goes up. Fixed chance of Stone.

Class/level required:Cockatrice/10

#### Poignant Melody

Type, MP, RNG, AOE: Area-Effect (Virtue), 20, 6, 1-5. Power 45

A requiem in the language of angels. Undead will recover HP/MP/SP.

AOE broadens as user's INT goes up.

#### Poison Breath

Type, MP, RNG, AOE: Breath Attack (Earth), 20, 1, 1-4, Power 55

Damages foes with toxic breath. AOE broadens as INTO goes up. Fixed chance of Poison.

Class/level required: Earth Dragon/1

#### Rotten Breath

Type, MP, RNG, AOE: Missile (Bane), 20, 1, 1-4. Power 55

Damages foes with putrid breath. Fixed chance of decreased equipment ability. AOE broadens as INT goes up.

Class/level required: Dragon Zombie/1

Shuriken Barrage: Missile Attack. RNG 7, AOE 1. Small weapons thrown at a foe.

Range/Element/SP: ?/Physical/0

Class/level required: Ninja/1

#### Strangling Tentacles

Type, MP, RNG, AOE: 25, 2 Power 60

Furious 8 appendage attack. Fixed chance of Confusion.

Class/level required: Octopus/10

#### Summon Golem

Type, MP, RNG, AOE: Summon (Earth) 20, 7, 1, Power 60

Summons Golem, an enchanted mud doll that can be unleashed on the enemy.

#### Swallow's Daze

Type, MP, RNG, AOE: Direct attack (Physical), Forfeit HP, 1, 1

Topples and paralyzes foe with the force of sword-wind.

Class/level required: Swordmaster/20 (Katana only)

#### Temptation

Type, MP, RNG, AOE: Deneb's special skill, 15, 7, 1-5, Power 0

Being in the service of Deneb is a dream come true, no matter how brief!

Class/Level required: Witch<3/1

#### Thunder Arrow

Type, MP, RNG, AOE: Missile (Wind), 15, 7, 1

Bolt of lightning.

Class/level required: Hawkman/10

#### Thunder Breath

Type, MP, RNG, AOE: Breath Attack (Wind), 20, 1, 1-4, Power 55

Damages foes with breath of lightning. Fixed chance of Paralysis.  
Class/level required: Thunder Dragon/1

Titan Crush

Type, MP, RNG, AOE: Missile (Physical), 20, 7, 1. Power 90.  
Crushes foe with gigantic boulder. Powerful, but not always accurate.  
Class/level required: Giant/10

Windstorm

Type, MP, RNG, AOE: Area-Effect (Wind), 20, 7, 1-5. Power 40.  
Tiny tornado.  
Class/level required: Griffin/10

Fairy's Kiss

Type, MP, RNG, AOE: Effect (Bane), 15, 1, 1  
Class/Level required: Gremlin/10

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## IX. Special Characters

Alphonse Loeher

Class: Solider  
Element/Alignment: You choose  
How to acquire: Start a new game  
A member of the Order of the Sacred Flame. Lodisian.

Ivanna Batraal

Class: Knight  
Element/Alignment: Earth/L  
How to acquire: After stage 3, Ivanna will offer to join your party.  
The niece of Naris Batraal.

Deneb Rhode

Class: Witch <3  
Element/Alignment: You choose (though her true element is Fire)/C or N  
How to acquire: Recruit a Female Soldier with C or N Alignment and from the shop and name her Deneb. Fight a battle and persuade a male enemy character to get her the Vixen's Whisper Emblem. Change her into a Witch, and she will transform into Deneb.  
Story: Zenobian witch who originally appeared in MotBQ. After suffering defeat at the hands of the Zenobian Revolution, she re-opened her traveling shop. She joined forces with Denim Mown in Valeria after he became a frequent customer at her shop. Also took time off from her work to host Ogre Battle 64's Tutorial Mode. Her true age is unknown, as she keeps her appearance young with magic.

Glycinia

Class: Fairy  
Element/Alignment: Wind/L  
How to acquire: Return to Vespa after meeting Cybil for the first time, and you will have to save her from the enemy. Allow her to join after the battle.  
Story: A fairy saved from monsters by Alphonse, searching for her sister Lubina

Shiven Verde

Class: Ninja

Element/Alignment: Fire, C

How to acquire: After Stage 7A, he will ask to join.

Story: A member of the Hand of the Pope. Works for Cybil, but joins you to keep an eye on your activities.

Orson Lamies

Class: Archer

Element/Alignment: Wind, L

How to acquire: After Stage 7B, he will ask to join.

Aerial

Class: Mermaid

Element/Alignment: Wind/N

How to acquire: She will ask to join after Stage 9 if Minerva did not die in Stage 8.

Eleanor Olato

Class: Soldier

Element/Alignment: Water/N

How to acquire: Will ask to join at the beginning of chapter 2.

Girl that rescued Alphonse when he was washed ashore on Ovis.

Euphaire

Class: Shaman

How to acquire: Will ask to join after defeating her at Brete in chapter 2.

Story: The daughter of Elrik. Born in the city of Brete. Was possessed by her mother's spirit.

Elrik

Class: Summoner

How to acquire: Will ask to join after defeating him at Bereza in chapter 2.

Story: The father of Euphaire. Born in the city of Brete.

Lubina

Class: Fairy

How to acquire: Bring Glycinia to Graculla. Move her next to the

Story: Gremlin character Lubinyaa, and there will be a short scene where the Gremlin transforms into Lubina.

Rictor Lasanti

Class: High Priest

Element/Alignment: Earth/L

How to acquire: Take the B route. He will ask to join you at the beginning of Chapter 3.

Story: A member of the Order of the Sacred Flame. Lodisian.

Cybil Alinda

Class: Sorceress

Element/Alignment: Wind/N

How to acquire: Take the A route. She will ask to join at the beginning of Chapter 3.

Story: A member of the Hand of the Pope. Is working in Ovis to uncover the location of the Sacred Spear Longiculnis.

Saia

Class:

Element/Alignment:

How to acquire:

Lobelia  
Class: Angel Knight  
Element/Alignment:  
How to acquire:

---

#### X. Buried Treasure

##### Group 1

BR Low: Short Sword, Short Bow, Scipplay's Staff, Leather Whip, Francisca, Magic Leaf, Healing Leaf, Altar of Resurrection.  
BR Medium: Halt Hammer, Rapier, Pike, Great Bow, Leather Whip, Healing Leaf, Magic Seed, Antidote, Healing Seed, Altar of Resurrection  
BR High: Great Bow, Estoc, Trident, Battle Fan, Claymore, Leather Whip, Magic Salve, Healing Salve, Altar of Resurrection.

##### Group 2

BR Low: Composite Bow, Estoc, Revive Stone, Wisdom Fruit, Magic Seed, Healing Seed, Altar of Resurrection.  
BR Medium: Great Bow, Claymore, Antidote, Magic Salve, Sword Emblem, Wisdom Fruit, Crown of Intellect, Cup of Life, Sorcerer's Cup, Stone of Swiftiness, Altar of Resurrection.  
BR High: Trident, Angel Fruit, Magic Essence, Healing Essence, Sword Emblem, Crown of Intellect, Stone of Swiftiness, Sorcerer's Cup, Cup of Life, Altar of Resurrection

##### Group 3

BR Low: Magic Seed, Magic Salve, Healing Seed, Healing Salve, Coral Harp, Savage Bugle, Wisdom Fruit, Urn of Chaos, Mirror of the Gods  
BR Medium: Coral Harp, Orb, Seraph's Plume, Sacrificial Doll, Healing Salve, Magic Essence, Angel Fruit, Savage Bugle, Spirit Fruit, Mirror of the Gods, Tome of Discipline  
BR High: Orb, Sacrificial Doll, Seraph's Plume, Sacred Stone of Bliss, Savage Bugle, Mirror of the Gods, Urn of Chaos, Tome of Discipline, Spirit Fruit, Coral Harp

The coordinate grid system works like this. (0,0) Is the bottom most corner on the map. Get there by pressing down and right. The first number is the X-axis. Press up, and the cursor will along it. Then press left to go along the 2nd number, the Y-axis. Each number represents a gridpoint. Just go to the numbers I have and you'll get treasure. If the word BURN is next to a location, it means that you'll need to cast firemagic on that space in order to get the treasure underneath the grass/snow that resides in that location. This is how it was done in the original TO buried treasure FAQ.

##### Lutra

Magic Salve (2,1)  
Leather Whip (7,7)  
Leather Whip (13,4)  
Glass Pumpkin (13,10)

##### Solea

Altar of Resurrection (13,1)  
(15, 7)  
Healing Salve (19,0)

##### Scabellum

Group 2 (6, 12)  
Group 1 (8, 2)  
Group 1 (12, 6)  
Dragon Shield (15, 2)

#### Vespa

Group 2 (2,11) BURN  
Glass Pumpkin (6,3)  
Group 2 (11,9) BURN

#### Formido

Group 2 (0,6) BURN  
Group 1 (3,1)  
Group 1 (9,6)  
Dragon Gem Sword (12,12)

#### Ardea

Group 1 (2,10)  
Group 2 (4,0) BURN  
Group 1 (17,5)

#### Urodela

Hycanith Fan (3,13)  
Group 3 ( )  
Group 1 (7,5)  
Group 1 (12,0)

#### Bison

Group 1 (0,1)  
Group 1 (0,7)  
Group 3 (0,12) BURN  
Group 1 (1,18)  
Group 2 (13,14) BURN

#### Sufrir

Spirit Fruit (0,10)  
Healing Salve (1,13)  
Magic Salve (3,6)  
Altar of Resurrection (8,9)  
Ice Wand (11,16)

#### Arena

Group 1 (7,1)  
Stone of Swifttness (2,11)

#### Rana

Ice Blade (16,1)

#### Aquila

Volcaetus

#### Gryllus

(6, 2)  
(7, 6) - Leather Whip  
Glass Pumpkin (5,7)

#### Ostorea (West)

Phoenix Mail (20,1)

Ostorea (Crypt)

## XI. Random Encounters

Enemy units that appear in random encounters.

Vespa - Beast Tamer, Griffin, Hawkman, Fairy, Thunder Dragon, Earth Dragon

Ardea - Witch, Ninja, Soldier, Fairy, Hawkman

Bison - Ninja, Hawkman, Blue Dragon, Fairy, Dragon Tamer

Arena -

Aquila -

Gryllus - Witch, Ghost

Haena - Siren, Griffin, Hawkman, Blue Dragon, Witch, Giant

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## XII. Quest Mode

Prizes

Level 1

Level 2

Level 3

Earth Leather, Thunder Chain

Level 4

Beast Whip

Level 5

Volcaetus, Ice Wand, Phoenix Mail

Numida Chronology

"...once fruitful land swallowed by swamp." -NUMIDA CHRONOLOGY

Level 15, Swamp, Cost 0 Goth

Enemy units

Calais(Leader)

Class, Level, Element, Alignment: Ninja, 15, Water, N

190 HP, 48 SP, 75 STR, 62 INT, 119 AGI

Equip: Yu-girl, Ice Chain, Leather Hat, Ice Field

Random cohorts: Soldier, Cleric, Griffin, Wizard, Archer

\*Rewards\*

Defeat Leader:

1- 3 Turns: Level 5 Prize, 1200 goth

4- 5 Turns: Level 5 Prize, 1000 goth

6- 7 Turns: Level 5 Prize, 700 goth

8- 9 Turns: Level 4 Prize, 500 goth

10-11 Turns: Level 4 Prize, 400 goth

12-15 Turns: Level 3 Prize, 300 goth

16-20 Turns: Level 3 Prize, 200 goth

21-25 Turns: Level 2 Prize, 100 goth

26-30 Turns: Level 1 Prize, 50 goth

31-99 Turns: Level 1 Prize, 25 goth

Defeat All:

1- 9 Turns: 2x Level 4 Prize, 1x Level 3 Prize, 1200 goth

10-12 Turns: 2x Level 4 Prize, 1x Level 3 Prize, 1000 goth  
13-15 Turns: 1x Level 4 Prize, 2x Level 3 Prize, 700 goth  
16-18 Turns: 2x Level 3 Prize, 1x Level 2 Prize, 500 goth  
19-21 Turns: 1x Level 3 Prize, 2x Level 2 Prize, 400 goth  
22-25 Turns: 2x Level 2 Prize, 1x Level 1 Prize, 300 goth  
26-30 Turns: 1x Level 2 Prize, 2x Level 1 Prize, 200 goth  
31-99 Turns: 1x Level 2 Prize, 2x Level 1 Prize, 150 goth

Epic of Tinea

"...golden place in the highlands...dragon..."

-EPIC OF TINEA

Level 20, Volcano, 3000 Goth

Khriel

Class, Level, Element, Alignment: Valkyrie, 20, Fire, N

190 HP, 48 SP, 75 STR, 62 INT, 119 AGI

Equip: Earth Javelin, Flame Leather, Plumed Headband, Greasy Boots,  
Firestorm

Random Cohorts: Cerberus, Wizard, Hawkman

Cave Exploration

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XIII. Secrets

Enter these codes as one of your character's names to enable these features.

DEL\_DATA - Enter this and all data saved on the cart will be removed.

MUSIC\_ON - Enter this and you can access the Sound Test

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XIV. Endings

MEGA-SPOILERS!!!

DO NOT READ IF YOU WANT THE GAME RUINED FOR YOU!

I can only remember 4 endings. There may be about 6, I don't remember. Looks like I have to get them before I can post them.

There are 4 known endings, commonly referred to by letter.

Ending A - Choice A to Cybil at Urodela, have Eleanor in party for final battle.

Ending B - Choice B to Cybil at Urodela, have Eleanor in party for final battle.

Ending C - Do not have Eleanor in party for final battle

Ending D - Lose the final battle

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XV. Legal

This FAQ was made 100% by me, Rashidi, aka \*dum dum dum\* John Markisch. You may not take it in whole or in part and claim it as your own. You may not alter it in any way, even if you ask me first, and that includes putting it in HTML format. Please don't post this on your site unless you have express consent by me. I've put a lot of time into this. Give me some credit... besides, if you don't, you'll just end up looking like a fool. If anybody sees this FAQ on a website that

does not have permission to have it up, please notify me. The following websites have my permission to post my FAQ.

[www.gamefaqs.com](http://www.gamefaqs.com)

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#### XVI. Credits (in ABC order)

bearsman6: For giving me a means to play TO: tKoL before it was released in English (and thus start this earlier than I'd hoped)

CJayC: Well... he does own GameFAQs. Gotta give him a shout out, else my ego will blow out of proportion even further.

CyricZ: My FAQ layout is based on his OB64 FAQ. (Ironically, I canceled the development of my OB64 FAQ because his had a better layout and was a full chapter ahead of mine). Also, I fear if I don't give ol' Cyrious any credit, he'll moderate me.

goukei: Information on Quest mode

jackofknaves: For preventing me from wasting time on a "Training FAQ" for OB64. I think this FAQ makes a better first impression, easily (and just might actually be useful).

King Magnus: For ruining my chances with GRL. Fewer girls mean more Ogre Battle!

Nintendo Power: For the Emblem List, and for most of the Buried Treasure Info.

Rashidi: I did this.

Some guy who showed up a long time ago: For revealing one of the endings to me, and also on how to get the endings, and how to get Deneb.

The artist formerly known as "Wind Rider": Also, for ruining my chances with GRL.

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#### XVII. A word from the author

This is my first FAQ. Hopefully, you found it useful. If you have anything you think could/should be added to this FAQ, e-mail me at [Rashidi@aol.com](mailto:Rashidi@aol.com). Please visit my website, the Ogre Battle Encyclopedia at [www.ogrebattle.vze.com](http://www.ogrebattle.vze.com) if you want extensive coverage on the Ogre Battle Saga and it's story.